



## SQUAD-BASED TIPS



This game has received the following rating from the ESRB





## **Prima's Official Strategy Guide**

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## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE



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# CONTENTS

Introduction .....	iv	<b>5: OPERATION NOMAD .....</b>	<b>118</b>
<b>1: ALLIES &amp; ENEMIES .....</b>	<b>1</b>	Mission 1: Spaghetti Airport .....	119
Allied (SAS) Soldiers .....	2	Mission 2: Air Show .....	126
The Enemy .....	20	Mission 3: Guests .....	132
Enemy Tactics, Techniques, and Advantages .....	25	Mission 4: Caravan .....	137
<b>2: WEAPONS, GEAR, AND VEHICLES .....</b>	<b>29</b>	Mission 5: Whiskey Bar .....	142
Weapons & Gear .....	30	Mission 6: Birds of Prey .....	149
Light Weapons .....	30	<b>6: OPERATIONS SEAWOLF &amp; STRANGER ..</b>	<b>152</b>
Medium Weapons .....	34	Mission 1 (Seawolf): Steam Piping .....	153
Heavy Weapons .....	43	Mission 1 (Stranger): Anthill .....	158
Explosives .....	47	Mission 2 (Stranger): Mountain King .....	164
Medium/Heavy Machine Guns .....	51	<b>7: OPERATION CHALLENGER .....</b>	<b>169</b>
Cannons .....	54	Mission 1: Babes in the Woods .....	170
Gear .....	56	Mission 2: Estate Agent .....	176
Vehicles .....	58	<b>8: OPERATION OVERLORD .....</b>	<b>184</b>
Motorcycles .....	58	Mission 1: Lighthouse .....	185
Four- to Eight-Wheeled Vehicles .....	59	Mission 2: Blade Dancer .....	192
Halftracks .....	61	<b>9: OPERATION LIBERATOR .....</b>	<b>199</b>
Tracked Vehicles .....	62	Mission 1: Billable Entry .....	200
Boats and Ships .....	63	Mission 2: Mole in the Hole .....	205
Aircraft .....	64	Mission 3: Business .....	210
<b>3: GENERAL STRATEGY .....</b>	<b>69</b>	Mission 4: Annual Fair .....	214
Managing Your Team .....	70	Mission 5: Gin Send-Off .....	220
Stealth Tips .....	80	Mission 6: Final Showdown .....	225
Long-Range Combat (Sniping) .....	85	<b>10: MULTIPLAYER AND ALTERNATE</b>	
Short-Range Combat .....	87	<b>MISSION TECHNIQUES .....</b>	<b>233</b>
Understanding Weapons, Damage, and Hit Locations .....	89	Tips for Alternate Mission Styles .....	234
General Combat Tips .....	91	Multiplayer Tips .....	236
<b>4: OPERATION SNOWBALL .....</b>	<b>94</b>	<b>APPENDIX A: CHEAT CODES .....</b>	<b>241</b>
Mission 1: First Strike .....	95	Cheats .....	242
Mission 2: Scout .....	101	Item Names .....	242
Mission 3: Rendezvous .....	107		
Mission 4: Iceberg .....	112		



## INTRODUCTION

HIDDEN & DANGEROUS 2 is an exceptionally deep game of squad-based commando action. This depth extends to such diverse details as:

- Precise modeling of historical weapons and uniforms
- Complex enemy behavior
- Numerous methods of controlling your team
- Multiple valid ways of completing most missions

All this depth is great, but it can lead to a bit of confusion. Which weapons are most effective? What can you do to remain stealthy? How, exactly, do disguises work? What's the best way of ordering your team around?

That's where this book comes in handy. It's the definitive guide to HIDDEN & DANGEROUS 2, and it exposes the guts of the game. If you want detailed information on how each weapon performs, how your enemies behave, and exactly where each mission-critical item is stored, you've come to the right place.

This book starts with general information chapters, and then proceeds to walkthroughs of specific missions. It ends with some tips on completing the game's alternate campaign modes (like Lone Wolf and Carnage), and suggestions on refining your multiplayer technique.

You can approach this book any way you want, but here are our recommendations: Start by reading chapters 1–3, and chapter 10; these give you a solid understanding of how the game works and how best to approach it. Then, refer to the later chapters on an as-needed basis while you're busy working through the campaign.

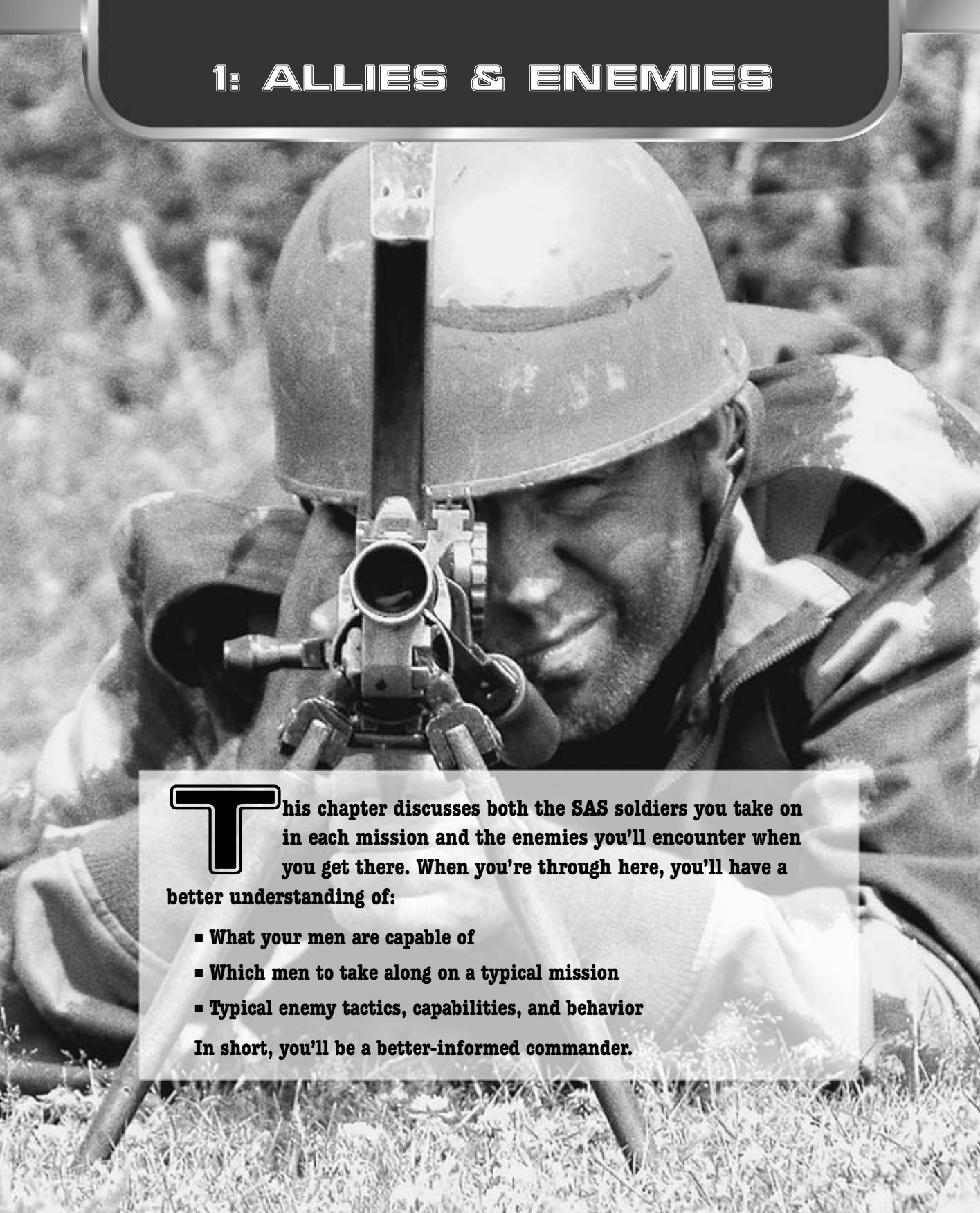
Then, when you've completed the campaign, go back and read the walkthrough chapters (4–9) in their entirety. Compare how your strategies differed from ours, and see if you missed anything important along the way.

Regardless of how you read this book, we're certain it will deepen your understanding—and enjoyment—of HIDDEN & DANGEROUS 2.

Now, without further ado—off we go to the front lines....



# 1: ALLIES & ENEMIES



**T**his chapter discusses both the SAS soldiers you take on in each mission and the enemies you'll encounter when you get there. When you're through here, you'll have a better understanding of:

- What your men are capable of
- Which men to take along on a typical mission
- Typical enemy tactics, capabilities, and behavior

**In short, you'll be a better-informed commander.**



## ALLIED [SAS] SOLDIERS



The 30 SAS commandos available for every mission are highly skilled, but these men are not identical. Each one has different strengths and weaknesses, expressed through a number of stats.

The next few sections examine these stats, provide a full roster of commandos, and list the commandos best suited to various tasks.

### STATS

Here's a brief look at each stat, an explanation of how it works, and commentary on its importance in the game.

#### HEALTH

Health determines how much abuse a soldier can take. You can just think of it as your margin for error; high Health means the commando is more likely than average to survive a bullet wound or explosion. It's no guarantee of survival—a single head shot will end your soldier's career instantly—but it helps against torso and limb shots.

#### NOTE

**We think Health is one of the most important stats. Bear this in mind when you choose your team.**

Certain attributes and skills are only useful in specific situations or are only needed by one or two team members. **EVERYONE** benefits from a high Health attribute.

If your team possesses a wide range of Health values, the front-line fighters should have the highest Health; snipers and support gunners typically need it less.

#### STRENGTH

Strength is rated in kilograms; a soldier's Strength rating is simply the number of kilograms that he can carry. It's useful to note that Strength has no bearing on Endurance, which is a separate attribute entirely. It's possible (and common) to have high Strength but low Endurance, or vice versa.

Strength is handy because it's convenient to carry extra gear. A strong soldier can carry two large weapons, for example, while a weaker one often has difficulty with this feat.



On the other hand, Strength is rarely NECESSARY. It's handy to have one strong team member carrying the heaviest weapons, such as Bazookas and Browning Automatic Rifles (BAR), but you can often compensate for low Strength by dropping equipment and scavenging more useful stuff from the battlefield.

## ENDURANCE

A commando's Endurance bar decreases when performing strenuous activities like sprinting, jumping, or firing a weapon. A commando with a depleted Endurance bar makes more noise and aims less precisely than one with a full Endurance bar; weapon recoil is stronger and more disruptive when your commando is tired.

Endurance is quickly depleted from sprinting, and depleted slowly from normal running. A walking commando gains back Endurance at a moderate rate; the rate of Endurance recovery is faster when standing still, and fastest when lying down.

High Endurance means the commando can sprint longer than usual before slowing to a normal run. It also means the character experiences less recoil when firing weapons.

Endurance is somewhat useful for all characters, though snipers probably benefit the most, as they need steady hands. On the other hand, low Endurance is seldom a crippling disadvantage. Low-Endurance characters just can't sprint for very long, and their gunfire might be a bit off until they've had a short rest.

## SHOOTING

Just as high Health benefits all team members, high Shooting skill is beneficial to everyone as well. If your entire team can fire their weapons accurately, you have a better margin for error in your missions. Accurate teams will take down enemies quickly, minimizing return fire. Inaccurate teams take longer to gun down opponents—and every extra second you leave an enemy alive, the more likely it is that a team member will get shot.

### NOTE

**Strength is a major consideration when playing in Lone Wolf mode. Since you only get one commando in Lone Wolf missions, your commando sometimes needs good Strength to carry all necessary gear. High Strength is also useful in multiplayer games, allowing you to tote around gear for every situation. Don't make it your main consideration in the standard single-player campaign, though.**

### NOTE

**The weight of a commando's gear plays into the speed of Endurance loss. A heavily burdened commando loses Endurance faster than a lightly burdened one.**







## HIDDEN & DANGEROUS™2 PRIMA'S OFFICIAL STRATEGY GUIDE

Note that when you are DIRECTLY CONTROLLING a commando, low Shooting skill does not affect your aim per se; instead, it affects the amount of recoil and kick produced by shooting. This can make bursts of automatic fire less accurate, and forces you to take a little extra time

when aiming between sniper shots.

When you aren't directly controlling a commando, on the other hand, Shooting skill affects that actual dispersion (i.e., accuracy) of the shots. Therefore, the effects of Shooting skill may be most noticeable in the characters you aren't directly controlling.

### NOTE

**We think Shooting skill is very important. We generally only take characters with extremely low Shooting if they possess a truly extraordinary skill (like top-notch First Aid) to compensate.**

## STEALTH

Stealth affects team members' ability to avoid making noise; this is critical if you want to stay unnoticed at close range with the enemy.

If your entire team has high Stealth, you'll be better at sneaking as a group. However, it's tough to have a team that's uniformly stealthy. Standard procedure is to leave the non-stealthy team members behind whenever you need to do something sneaky.

### NOTE

**Snipers are good candidates to NOT be stealthy, since their weapons make a lot of noise; hence, you'll often leave them behind during stealthy tasks anyway. Just get one or two good Stealth characters, and let them handle the most delicate tasks on their own.**



We usually recommend that one or two team members be fairly stealthy; the other two don't need to be.

## FIRST AID

First Aid is yet another "margin for error" skill. Having at least one team member with high First Aid skill and plenty of First Aid Kits allows your

team to receive nearly-complete healing after being hurt. Teams with low First Aid skill can still heal up a bit, but not nearly as much as a team with a skilled doctor—hence, the lower margin for error.

There's no need for everyone to have a high First Aid skill. We recommend that one team member be a "doctor" with a high rating. The other two team members can have zero First Aid skill, and it's usually not an issue.

## LOCK PICKING

Lock Picking is a convenience, but it's never actually a necessity. You can get through most missions without picking locked doors—it's just a matter of finding the right keys or tricking guards into opening the doors for you.

Furthermore, low Lock Picking doesn't PREVENT a commando from picking a lock. It just means that he'll take longer to pick it.

### NOTE

In our opinion, Lock Picking is the least essential skill for typical missions.

## SAS SOLDIER ROSTER

Here's a list of SAS soldiers, along with their stats and some notes on what they're best at. This roster will help you make decisions when it's time to assemble a team.

### DOUGLAS LAUER

Health: 515

Strength: 21kg

Endurance: 75

Shooting: 75%

Stealth: 37%

First Aid: 15%

Lock Picking: 70%

This commando has the lowest possible Health, so you need to be careful with him. If you can keep him out of harm's way, though, you'll find that he's a very good marksman, has remarkable Endurance, and has the second-best Lock Picking skill of any SAS member.

### JOHN "SMITHY" GLESBY

Health: 585

Strength: 25kg

Endurance: 45

Shooting: 71%

Stealth: 79%

First Aid: 35%

Lock Picking: 17%

John Glesby has average Health and Strength, but exceptional Stealth. His Shooting is quite good also, making him a good candidate for sneaking ahead and taking out hidden foes.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

### ROBERT CZAKOWSKI

Health: 545  
Strength: 25kg  
Endurance: 68  
Shooting: 79%  
Stealth: 54%  
First Aid: 10%  
Lock Picking: 11%

This commando is one of the SAS's best marksmen. His good Endurance only adds to his accuracy. His other attributes are fairly average; all things considered, he's an extremely solid teammate.

### HERBERT "DOC" BENNETT

Health: 555  
Strength: 25kg  
Endurance: 36  
Shooting: 70%  
Stealth: 35%  
First Aid: 85%  
Lock Picking: 43%

Not surprisingly, the man they call "Doc" is the best medic in the SAS. This alone makes him invaluable; having Doc along gives your team a great margin for error. He has a good Shooting ability (70%) as well.

### SIEGFRIED HIRSCH

Health: 600  
Strength: 27kg  
Endurance: 32  
Shooting: 82%  
Stealth: 52%  
First Aid: 10%  
Lock Picking: 22%

This commando has one of the best Shooting scores in the SAS. He also has very good Health, good Strength, and reasonable Stealth. His low Endurance means he's best when he's rested, but overall, this is an excellent team member.

## DANIEL O'SULLIVAN

Health: 645  
Strength: 24kg  
Endurance: 63  
Shooting: 67%  
Stealth: 53%  
First Aid: 10%  
Lock Picking: 26%

Daniel has the highest Health in the SAS, making him a veritable tank in front-line combat. He also has very good Endurance and reasonable Stealth. His Shooting is low, which raises a red flag. If you give him an automatic weapon and use him mostly for close-range combat, however, that won't matter much.

## GREGORY "JOCK" DEAN

Health: 570  
Strength: 25kg  
Endurance: 70  
Shooting: 68%  
Stealth: 25%  
First Aid: 48%  
Lock Picking: 32%

This soldier is a middle-of-the-road choice. He has good Health and Endurance, and average Strength. But he has poor Stealth and Shooting. One benefit is that he does have some First Aid skill, which is quite rare.

## ARTHUR "BOMBER" MUNCIE

Health: 545  
Strength: 23kg  
Endurance: 34  
Shooting: 78%  
Stealth: 58%  
First Aid: 58%  
Lock Picking: 10%

"Bomber" is a very good marksman and one of the best medics in the SAS. This makes him a good choice—just keep him away from the heaviest action.



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### PATRICK "DUTCH" MULHOLLAND

Health: 575  
Strength: 21kg  
Endurance: 60  
Shooting: 72%  
Stealth: 60%  
First Aid: 10%  
Lock Picking: 56%

"Dutch" has good marks across the board, save for Strength, which is rock-bottom, and First Aid, which most commandos don't have anyway. He's a good choice; just don't make him carry too much.

### JAMES THOMAS RUSSELL

Health: 635  
Strength: 26kg  
Endurance: 48  
Shooting: 71%  
Stealth: 44%  
First Aid: 10%  
Lock Picking: 18%

This commando has excellent Health (second best in the SAS) and average-to-good scores in all the other important attributes. He's not as adept at healing people or picking locks, but only one team member needs to specialize in those skills.

### JULIAN "GAFFER" CUNNINGHAM

Health: 595  
Strength: 22kg  
Endurance: 55  
Shooting: 70%  
Stealth: 39%  
First Aid: 60%  
Lock Picking: 19%

"Gaffer" has good Health, but poor Strength. He's an average marksman. What makes him stand out, however, is that he's one of the SAS's few good medics. Take him along if you need a doctor.



## FREDERICK MALLORY

Health: 560  
Strength: 21kg  
Endurance: 80  
Shooting: 65%  
Stealth: 63%  
First Aid: 25%  
Lock Picking: 48%

Frederick Mallory has rock-bottom Strength but top-notch Endurance. His poor Shooting skill makes him one of our less-favorite commandos, but if you need someone who can run, this is your man.

## JAN KRATOCHVIL

Health: 605  
Strength: 30kg  
Endurance: 28  
Shooting: 73%  
Stealth: 31%  
First Aid: 30%  
Lock Picking: 75%

Jan's excellent Strength and Health make him a great heavy weapons carrier. His excellent Lock Picking is a real bonus, and he can shoot reasonably well. Just be sure to let him rest occasionally, because he has poor Endurance.

## DAVID FOREMAN

Health: 535  
Strength: 25kg  
Endurance: 49  
Shooting: 74%  
Stealth: 68%  
First Aid: 55%  
Lock Picking: 15%

David Foreman is a very average commando, with slightly lower Health than normal, but slightly better Stealth. His most outstanding feature is that he's a fairly competent medic.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

### **WILLIAM BROADHURST**

Health: 540

Strength: 22kg

Endurance: 78

Shooting: 71%

Stealth: 80%

First Aid: 12%

Lock Picking: 12%

Fairly weak and not a distinguished marksman, William Broadhurst stands out because of his SAS-best Endurance and Stealth. Add these strengths together, and you've got one of the best possible candidates for sneaking alone into enemy territory.

### **GEORGE WINGATE**

Health: 575

Strength: 34kg

Endurance: 25

Shooting: 72%

Stealth: 49%

First Aid: 43%

Lock Picking: 45%

This commando has low Endurance, but the best Strength in the SAS. He's also competent at all skills, and has very good Health. This makes him an excellent man to carry heavy, automatic weapons and extra gear.

### **JAMES "ANGEL" SAUNBY**

Health: 580

Strength: 31kg

Endurance: 77

Shooting: 61%

Stealth: 42%

First Aid: 20%

Lock Picking: 33%

"Angel" has good Health, very good Endurance, and excellent Strength—but rock-bottom Shooting. He's great at carrying heavy weapons and gear, but we still tend to avoid him because of that low Shooting skill.

## **ANDREW HARRIS**

Health: 520  
Strength: 28kg  
Endurance: 26  
Shooting: 85%  
Stealth: 71%  
First Aid: 10%  
Lock Picking: 50%

This commando has some of the lowest Health and Endurance scores in the SAS, but he has very good Stealth and the second-best Shooting skill. As a result, he's a deadly sniper and excellent all-around support marksman; just be sure to keep him rested and away from the main action.

## **SIMON FINCH**

Health: 550  
Strength: 21kg  
Endurance: 64  
Shooting: 65%  
Stealth: 77%  
First Aid: 50%  
Lock Picking: 30%

Simon Finch is weak and not the best shot. He is, however, stealthy and an adequate medic. That last part is most important, as medics are rare. Still, he's not a particularly distinguished recruit.

## **PETER ASH**

Health: 580  
Strength: 25kg  
Endurance: 50  
Shooting: 74%  
Stealth: 57%  
First Aid: 18%  
Lock Picking: 35%

Peter Ash is truly a middle-of-the-road character, average to good at most things but not extraordinary at any. He's a fine team member.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

### ROGER JENKINS

Health: 610

Strength: 30kg

Endurance: 31

Shooting: 86%

Stealth: 25%

First Aid: 30%

Lock Picking: 40%

Roger Jenkins is a great commando; just keep him away from situations requiring Stealth or Endurance. He has excellent Health, excellent Strength, and the best Shooting in the entire SAS. He can even perform a little First Aid! This is one of our favorite team members.

### THOMAS WRIGHT

Health: 565

Strength: 32kg

Endurance: 29

Shooting: 83%

Stealth: 55%

First Aid: 10%

Lock Picking: 20%

This commando has poor Endurance, but is one of the very best marksmen in the SAS. Furthermore, he has excellent Strength and average Stealth. We like him quite a bit.

### PAUL "SCOUSE" TATNELL

Health: 615

Strength: 25kg

Endurance: 39

Shooting: 62%

Stealth: 62%

First Aid: 82%

Lock Picking: 23%

One of the worst shooters in the SAS, Paul Tatnell also happens to be the second-best medic. He also has great Health, which is useful in a medic, as nobody else is likely to have much First Aid skill. This makes him a very good team member.

## CHAPTER 1: ALLIES & ENEMIES

### LARRY SMITH

Health: 570  
Strength: 33Kg  
Endurance: 40  
Shooting: 63%  
Stealth: 48%  
First Aid: 65%  
Lock Picking: 41%

Larry Smith is a poor shooter but one of the very strongest commandos. He can also pick locks reasonably well and has enough First Aid skill to be your team's primary medic. He's a legitimate choice if you need a medic and also need to carry lots of gear.

### IRWIN "RIVET" CARLYSLE

Health: 550  
Strength: 21kg  
Endurance: 56  
Shooting: 77%  
Stealth: 75%  
First Aid: 10%  
Lock Picking: 60%

"Rivet" is weak but extremely stealthy. He's also a good shooter and one of the best at Lock Picking. We consider him a very solid pick.

### BASIL ELLIOTT

Health: 525  
Strength: 24kg  
Endurance: 65  
Shooting: 73%  
Stealth: 69%  
First Aid: 22%  
Lock Picking: 38%

This commando has very low Health, but the rest of his abilities are average to good. Another solid pick.





## **ROGER HENDRY**

Health: 560

Strength: 23kg

Endurance: 72

Shooting: 78%

Stealth: 46%

First Aid: 10%

Lock Picking: 13%

Roger Hendry is a very good marksman with quite good Endurance, but low Strength and Stealth. He's a very good sniper or support gunner.

## **GEORGE "FLASH" BURTON**

Health: 530

Strength: 29kg

Endurance: 41

Shooting: 70%

Stealth: 73%

First Aid: 39%

Lock Picking: 55%

"Flash" is strong and stealthy. He's a very good lock picker, and his First Aid is high enough to make him a good backup medic. He has low Health, but if you can keep him safe, he's a very good team member.

## **HARRY "COAL" COLLINS**

Health: 620

Strength: 25kg

Endurance: 52

Shooting: 69%

Stealth: 33%

First Aid: 33%

Lock Picking: 28%

"Coal" is a mediocre marksman but one of the very healthiest SAS members. He can also patch up his teammates in a pinch.

## KEVIN TURNER

Health: 630  
 Strength: 28kg  
 Endurance: 59  
 Shooting: 66%  
 Stealth: 28%  
 First Aid: 35%  
 Lock Picking: 25%

Exceptional Health, very good Strength, and good Endurance are balanced by weak Shooting in this commando. He's a good general-purpose fighter, but certainly not a sniper.

## EXCEPTIONAL SAS MEMBERS

You could dig through all the stats to find the best and worst in every category, but we'll summarize them here for you. Bear in mind that SAS members' skills and attributes may improve as a result of completed missions.

### EXCEPTIONAL HEALTH

Soldiers' starting Health ranges from 515 to 645. 550 is a fairly average Health. Soldiers with exceptionally good Health include:

#### SOLDIERS WITH GREAT HEALTH

SOLDIER	STAT VALUE
Daniel O'Sullivan	645
James Thomas Russell	635
Kevin Turner	630
Harry "Coal" Collins	620
Paul "Scouse" Tatnell	615

On the other end of the spectrum, here are some soldiers with poor Health:

#### SOLDIERS WITH POOR HEALTH

SOLDIER	STAT VALUE
Douglas Lauer	515
Andrew Harris	520
Basil Elliott	525
George "Flash" Burton	530
David Foreman	535



## EXCEPTIONAL STRENGTH

Starting Strength values range from 21 to 34 kilograms; in other words, the strongest soldiers can carry over one and a half times as much weight as the weakest. 25 kg could be considered an average Strength value.

The following soldiers have the best starting Strength:

### SOLDIERS WITH GREAT STRENGTH

<u>SOLDIER</u>	<u>STAT VALUE</u>
George Wingate	34kg
Larry Smith	33kg
Thomas Wright	32kg
James "Angel" Saunby	31kg
Jan Kratochvil	30kg
Roger Jenkins	30kg

Conversely, these soldiers have the worst Strength:

### SOLDIERS WITH POOR STRENGTH

<u>SOLDIER</u>	<u>STAT VALUE</u>
Simon Finch	21kg
Frederick Mallory	21kg
Douglas Lauer	21kg
Patrick "Dutch" Mulholland	21kg
Irwin "Rivet" Carlysle	21kg

## EXCEPTIONAL ENDURANCE

SAS soldiers' starting Endurance covers a wide range between 25 and 80. It's hard to define an "average" value, as these scores tend to be all over the place.

The soldiers with the best Endurance include:

### SOLDIERS WITH GREAT ENDURANCE

<u>SOLDIER</u>	<u>STAT VALUE</u>
Frederick Mallory	80
William Broadhurst	80
James "Angel" Saunby	77
Douglas Lauer	75
Roger Hendry	72

## CHAPTER 1: ALLIES & ENEMIES

The following soldiers, on the other hand, have the worst Endurance:

### SOLDIERS WITH POOR ENDURANCE

<u>SOLDIER</u>	<u>STAT VALUE</u>
George Wingate	25
Andrew Harris	26
Jan Kratochvil	28
Thomas Wright	29
Roger Jenkins	31

### EXCEPTIONAL SHOOTING

Shooting values fall into a fairly narrow range, of 61% to 86%. There's a very real difference between those values, however. Typical Shooting values are in the low to mid 70s.

The best shooters are:

### SOLDIERS WITH GREAT SHOOTING

<u>SOLDIER</u>	<u>STAT VALUE</u>
Roger Jenkins	86%
Andrew Harris	85%
Thomas Wright	83%
Siegfrid Hirsch	82%
Robert Czakowski	79%

The worst shooters aren't awful (after all, the SAS IS an elite corps), but they aren't great either. They are:

### SOLDIERS WITH POOR SHOOTING

<u>SOLDIER</u>	<u>STAT VALUE</u>
James "Angel" Saunby	61%
Paul "Scouse" Tatnell	62%
Frederick Mallory	65%
Simon Finch	65%
Kevin Turner	66%



## EXCEPTIONAL STEALTH

Stealth values fall into a very wide range, from 25% to 80%. Typical values fall anywhere around 40% to 60%.

The very stealthiest characters are ideal for sneaking into close proximity with the enemy. They are:

### SOLDIERS WITH GREAT STEALTH

SOLDIER	STAT VALUE
William Broadhurst	80%
John "Smithy" Glesby	79%
Simon Finch	77%
Irwin "Rivet" Carlysle	75%
George "Flash" Burton	73%

On the other hand, these commandos should be left behind during delicate operations requiring stealth:

### SOLDIERS WITH POOR STEALTH

SOLDIER	STAT VALUE
Gregory "Jock" Dean	25%
Roger Jenkins	25%
Kevin Turner	28%
Jan Kratochvil	31%
Harry "Coal" Collins	33%

## EXCEPTIONAL FIRST AID

As you might expect, soldiers tend to either be proficient in First Aid or atrocious at it. There really is no typical First Aid rating; there are a few skilled commandos, and a lot of hacks.

The very best medics are:

### SOLDIERS WITH GREAT FIRST AID

SOLDIER	STAT VALUE
Herbert "Doc" Bennett	85%
Paul "Scouse" Tatnell	82%
Larry Smith	65%
Julian "Gaffer" Cunningham	60%
Arthur "Bomber" Muncie	58%



## CHAPTER 1: ALLIES & ENEMIES

Note the quick drop-off in skill. We never recommend saving the game after a team member has been killed, and that is **ESPECIALLY** true for doctors. There just aren't enough of them.

There's lots of room at the bottom; a large number of soldiers have almost no proficiency at all at First Aid. Don't even bother trying to perform First Aid with these soldiers. They are:

### SOLDIERS WITH POOR FIRST AID

<u>SOLDIER</u>	<u>STAT VALUE</u>
Robert Czakowski	10%
Andrew Harris	10%
Roger Hendry	10%
Siegfrid Hirsch	10%
Patrick "Dutch" Mulholland	10%
Irwin "Rivet" Carlysle	10%
Daniel O'Sullivan	10%
James Thomas Russell	10%
Thomas Wright	10%

### EXCEPTIONAL LOCK PICKING

Lock picking skills range from 10% to 75%. The best practitioners of this shady art are:

### SOLDIERS WITH GREAT LOCK PICKING

<u>SOLDIER</u>	<u>STAT VALUE</u>
Jan Kratochvil	75%
Douglas Lauer	70%
Irwin "Rivet" Carlysle	60%
Patrick "Dutch" Mulholland	56%
George "Flash" Burton	55%

The slowest and least proficient lock pickers include:

### SOLDIERS WITH POOR LOCK PICKING

<u>SOLDIER</u>	<u>STAT VALUE</u>
Arthur "Bomber" Muncie	10%
Robert Czakowski	11%
William Broadhurst	12%
Roger Hendry	13%
David Foreman	15%



## THE ENEMY

You'll face Axis soldiers throughout the game—mostly Germans, though in a few missions you'll face Italians and Japanese. There are minor differences between enemies of various nationalities, mainly in terms of weaponry and morale—and, of course, uniforms.

The bottom line: Your foes fall into a few general categories, and it's useful to know something about them. Here's a look at the main enemy types in the game.

### REGULAR SOLDIERS

Most of your enemies fall into this category. You'll encounter

soldiers as front-line fighters, defenders of enemy installations, and members of patrolling units. They're tough, capable fighters that carry a mix of potent weapons.

Weapons and gear help determine how tough an enemy is, and what that enemy is capable of. For example, a German soldier with a Karabiner rifle will fire at a relatively slow rate and won't be particularly deadly in close-range combat. However, the Karabiner's excellent range makes him quite deadly at medium to long range.



On the other hand, a soldier with an MP40 machine gun is a whole different matter. His weapon is not accurate enough for long-range combat, but the weapon's ferocious rate of fire and large bullet magazine make him deadlier up close than the soldier with the Karabiner.

Some soldiers have higher Health ratings than others. You can't know which soldiers are toughest beforehand, so shoot for the torso and head, and fire multiple rounds if you're using a low-caliber weapon.



## CHAPTER 1: ALLIES & ENEMIES

Soldiers with helmets are more difficult to snipe. Shooting the helmet will usually destroy it and slightly injure the soldier, but not score a kill. This is dangerous, because it gives the soldier time to return fire.

### NOTE

**When attacking enemies with helmets, it's safest to aim for the center of the torso. You can still score a head shot if you avoid the helmet—usually this means shooting the enemy in the face—but it can be tricky if he's not facing you or is on the move.**

Some soldiers are tougher than others, but all soldiers are instantly killed by a head shot that doesn't bounce off a helmet.



You'll never know precisely what weapons your enemies carry, unless you have the chance for detailed reconnaissance before starting a fight. However, once you've dropped a few foes in a particular mission, you can study their equipment and get a feel for what the rest are equipped with.

Aside from different uniforms, there are a few differences between soldiers of different nationalities, as explained below.

### GERMAN SOLDIERS

Most of the soldiers you encounter are Germans. They have good skills and morale (see later in this chapter for more on morale). They often have Karabiner rifles, MP40 submachine guns, or Parabellum pistols. Some possess grenades or heavier weapons. German snipers have rifles with optics.





## **SS TROOPERS**

SS Troopers tend to be more skillful than regular German soldiers. They also have extremely high morale, and therefore will never surrender.



## **ITALIAN SOLDIERS**

Italian troops have lower morale than German troops. They are generally not as capable and are more likely to surrender. They often carry Russian-made weapons.



## **JAPANESE SOLDIERS**

Japanese soldiers fight with fanatical zeal, and therefore will never surrender. They (naturally) tend to carry Japanese-made weapons, such as the Taisho 14 pistol and the Arisaka Meiji 38 rifle.

### OFFICERS

Officers are recognizable by their comparatively fancy uniforms. They usually don't carry heavy weapons; they leave that for the common soldiers. Thus, you'll usually find them equipped with pistols. This makes them ineffective outside but fairly dangerous indoors.



Officers tend to be skillful shots, so don't underestimate their abilities.

### LABORERS & SUPPORT WORKERS

Sometimes you'll encounter people performing non-combat tasks: fixing equipment or vehicles, chopping wood, and so forth. Take a careful look at these individuals before deciding how to deal with them.

In some cases the workers are actually regular soldiers. If they're distracted from their work, they'll pick up their weapons and behave just like normal soldiers—so take them down immediately. Alternately, surprise them and try to get them to surrender.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE



There are also German laborers with loyalty to the war effort for you to deal with. These men usually have pistols and will behave like soldiers, though their skills are usually a bit less developed. Again, whenever you see these men, fire at will.

The final category of support worker is the captured laborer, who is usually overseen by German soldiers. These laborers are your allies, and you should never attack them. When the shooting starts, they usually cower and hide—so it's easy to pick them out.

## SCIENTISTS & DOCTORS

You may encounter people that support the Axis war effort, and who might theoretically attack, but won't necessarily. These include scientists (distinctive in their white coats) and military doctors (with red cross armbands).



Scientists often attack with pistols, but are fairly easy to scare into submission. Doctors tend not to fight.

Handle these people on a situational basis, and be prepared for anything.

## GUARD DOGS

On rare occasions, soldiers will be accompanied by guard dogs. These creatures (obviously) have no long-range attack, but they're very fast. Drop them quickly, before they get up close, or you'll have a difficult time targeting them.



# ENEMY TACTICS, TECHNIQUES, AND ADVANTAGES

Much of your success will be based on your understanding of enemy tactics, techniques, advantages, and disadvantages. Knowing how your computer-controlled opponents fight and react will lead to a more successful mission.

## TENDENCIES

Guard patrols tend to wander a predetermined area. They often consist of between two and five guards, three being a common number.

Lone sentinels are also common, guarding facilities, ships, or bunkers.

Patrolling guards walk normally. If you see a walking guard, you can be certain he hasn't spotted you.

A soldier that has spotted you will usually fire at you or run to what he considers a better position before firing.

A soldier that saw you but lost sight of you awhile ago, or one that's been alerted by a sound or a dead comrade, will often sneak around in a slow patrol of the area. Sneaking guards are slow and vulnerable if you happen to spot them and attack from behind, but deadly if you blunder into them or let them take you unawares.

Your enemies like high ground, and they like emplaced weapons. They won't hesitate to climb ladders, especially to get to heavy machine guns or cannons. Be aware of this tendency; if you aren't careful, a previously unoccupied rooftop may suddenly sport a soldier, and a previously unmanned machine gun may suddenly have a gunner.

Most soldiers only react to sounds and shots within a fairly short radius around themselves. If you use a silenced weapon, you can often kill a guard in one room without alerting one in the next. This is sometimes even true if you AREN'T using a silenced weapon.

On the other hand, making a lot of noise GENERALLY will draw patrolling or hiding soldiers over to investigate. Throwing grenades or firing a heavy weapon are good ways to get them to do this. This investigative behavior can be deadly if you aren't paying attention, but it can also be to your advantage if you want to lure opponents into traps.

Sometimes, soldiers will hole up in a room or another enclosed area, and they won't come out even if you make a fair amount of noise. That's why you can never assume that a particular room or hallway will be empty. These soldiers must be cleared out with grenades, or with lean-around-the-corner shots.





## TACTICS

Fire at an enemy at medium to long range, and he will return fire if he has an appropriate weapon and a clear shot. Otherwise, he will run for cover, or (more often) run toward you for a better shot.



When engaged in a long-range fight, your enemies will often kneel or lie prone to present a smaller target.

At close range, enemies tend to sneak or creep whenever they lose sight of you. Sometimes they freeze in one spot and wait for you to show up. If enough time passes without seeing you again, they may return to their initial activity.

You don't usually have to worry about complex flanking maneuvers, but you must be aware of the enemy's tendency to investigate noise. Since enemies tend to rush you if they aren't in a good position for a shot, it helps to have your team arranged in such a way that they can easily mow down the attackers.

## MORALE

Your enemies all have Morale ratings, which range up to a value of 100. The most disciplined and determined soldiers have high Morale, while non-combatants and less-trained soldiers have lower Morale.



An enemy's Morale rating drops when he's wounded, when he sees his allies killed (or sees their bodies lying around), when he sees and hears heavy gunfire, and when he's outnumbered.

When an enemy's Morale deteriorates to a certain point, he will either flee, surrender, or go berserk and behave erratically.

Enemies with a particularly high starting Morale will never have this sort of breakdown, however. They'll fight to the bitter end.



## CHAPTER 1: ALLIES & ENEMIES

Scientists and other noncombatants tend to have low Morale, and will surrender easily. Italian soldiers also have relatively low Morale, as do soldiers that you surprise while they're busy performing menial tasks.

German soldiers have good Morale, and rarely break down. SS members and Japanese troops are fanatical, and will never experience a breakdown.

### ENEMY ADVANTAGES

The computer-controlled enemy has a few advantages over you. The first is numbers; on any given mission, you're sure to be greatly outnumbered.

In some types of terrain, such as dense foliage or tall grass, your enemy may be able to see you—even though it's pretty tough to see them. This doesn't happen often, but you should be extra careful in areas with leaves, grass, and other partial cover. Take it slow and easy.

The enemy usually has an advantage of position. In some cases they're thoroughly entrenched, and to clean them out you'll need to engage in nail-biting, room-by-room searches of a building or bunker.

By and large, enemy marksmanship is very good. Once a computer-controlled enemy starts firing at you at close range, you're probably a goner—so you have to prevent that from happening.

At longer range, soldiers do a good job of hitting a standing target. Kneeling presents a smaller profile, but lying down is almost mandatory for any pitched battle. Even then, you're definitely not invulnerable, especially if your opponents have rifles with optics. Locate these snipers and take them down first.

### ENEMY DISADVANTAGES

The enemy may seem very powerful, but you have an edge on them—in a lot of different ways.

For one thing, the enemy is predictable. If you've been carefully reading this chapter, you already have a pretty good idea of how they behave.

Though the enemy can sometimes see you through partial coverage, in general you have a HUGE vision advantage. You can see the enemy at long range thanks to binoculars and scopes, and you can gun them before they ever get a chance to return fire. They'll know you're around once you start shooting, but if you positioned yourself correctly you'll have a big advantage in the firefight.





## HIDDEN & DANGEROUS™2 PRIMA'S OFFICIAL STRATEGY GUIDE



Speaking of long range, the enemy usually doesn't possess weapons with optics (i.e., scoped weapons). This means they aren't NEARLY as good as you can be at long-range combat, if you happened to bring such a weapon along.

When you shoot at a distant enemy, he will often run around to find cover (or to advance on you) before returning fire. All this running around presents you with lots of good shots.

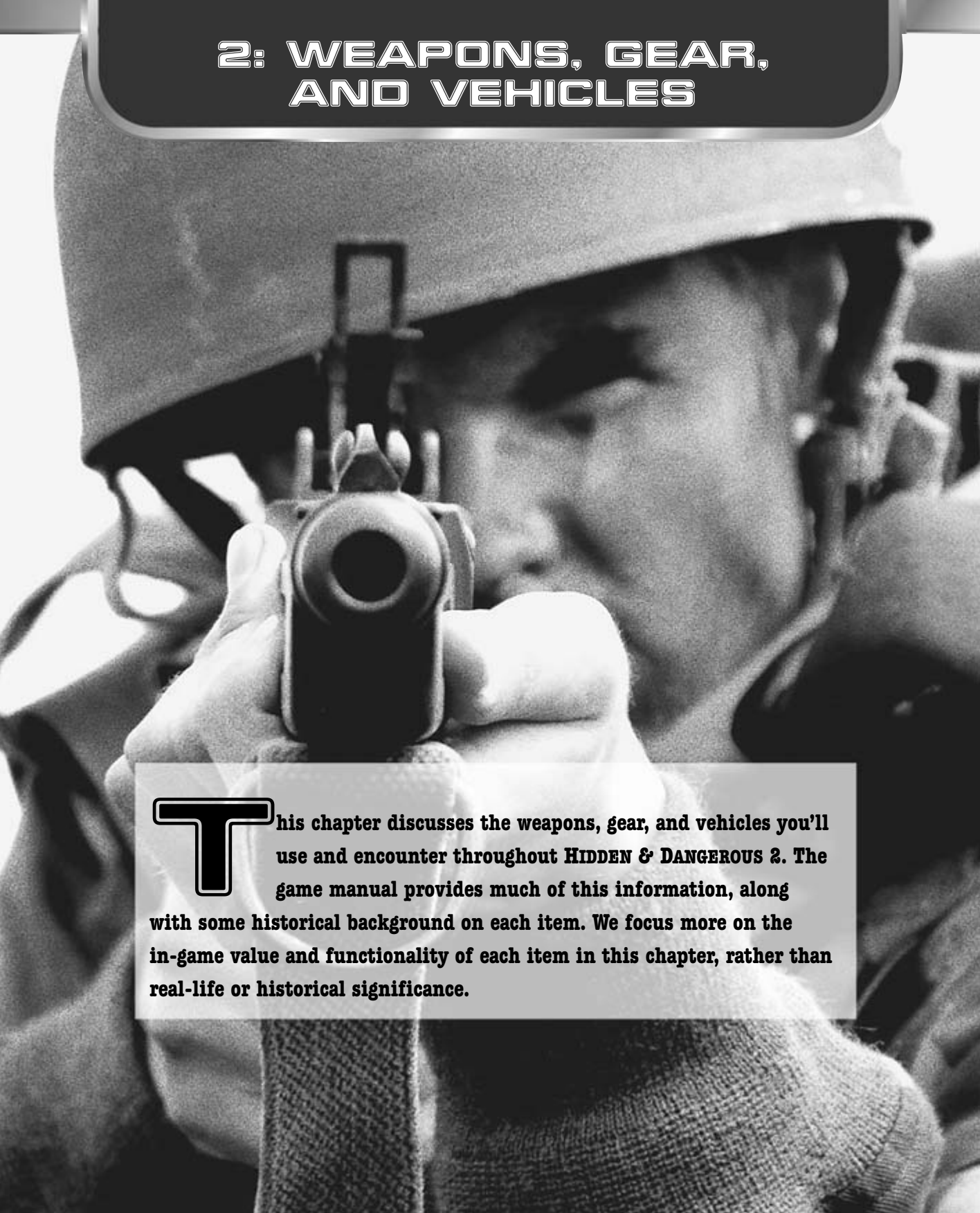
Sometimes, enemies will decide to climb up or down a ladder, even though your soldiers have a clear shot at them. They're very vulnerable while doing this, so take advantage and gun them down with impunity.

When playing hide-and-seek in close quarters, enemies tend to sneak or creep if they haven't actually seen you, or to crouch-run if they did. Either way, you can usually sit back and wait for them in a corner, then let 'em have it when they appear.

This leads to another close-quarters point: Your enemies don't lean around corners. Your ability to lean is a great tool when you aren't sure if there's someone around the corner—or if you ARE sure, and you want to get off a quick shot without exposing yourself too much. Use your ability to lean, and you'll have a major advantage over the computer-controlled enemy.



## 2: WEAPONS, GEAR, AND VEHICLES



**T**his chapter discusses the weapons, gear, and vehicles you'll use and encounter throughout **HIDDEN & DANGEROUS 2**. The game manual provides much of this information, along with some historical background on each item. We focus more on the in-game value and functionality of each item in this chapter, rather than real-life or historical significance.



## WEAPONS & GEAR

You'll use a wide range of weapons throughout the course of each campaign. Here's a look at each one in turn, with notes and recommendations on each weapon.

Most of the stats for these weapons are self-explanatory. The first few stats include both items that are useful in game terms (such as the number of bullets in a clip) as well as items of purely historical interest (weapon caliber, country of origin).

The last few stats are pure "game" stats, which explain how the weapons work in HIDDEN & DANGEROUS 2.

- **DAMAGE** is the amount of hit point damage each bullet or explosion deals, assuming a direct hit within ideal range.
- **ATTACK DELAY** is the number of milliseconds you have to wait between shots (very high for rifles, very low for machine guns); lower is better.
- **IDEAL RANGE** is the maximum range (in meters) at which the bullets will deal full damage; at farther ranges, damage drops off.
- **EXPLOSION RANGE**, listed only for explosive weapons, is the blast radius of the explosion (in meters).
- **DISPERSION** is how much a bullet will stray from its ideal path; this is listed in meters per 100 meters. For example, if the Dispersion number is 2, and you fire at a target 100 meters away, the bullet could end up anywhere within a 2-meter cone of the spot you actually aimed at. Lower numbers (1 or below) are better; a Dispersion of 2 or higher indicates an inaccurate weapon useful only for short-range work.

## LIGHT WEAPONS

The category of light weapons encompasses knives, pistols, and revolvers. In most cases you'll want to use something more potent than these weapons, but they do have their uses. Knife kills are absolutely silent, for example, and are the best way of dispatching foes if you manage to find a disguise.

Pistols and revolvers are small and light, and can be useful in close combat, especially in a pinch. For example, if your sniper gets trapped in a building and is forced to defend himself at close range, he'll do much better to shoulder his rifle and bring out a pistol, than to try to perform a short-range task with a long-range weapon.

### COLT 1911

Used By: U.S.A.  
Date of Manufacture: 1911  
Weight: 1106 gm  
Range (yds): 30  
Caliber: 0.45 in (11.43mm)  
Rounds per Clip/Magazine: 7  
Rate of Fire (RPM): N/A  
Maximum Velocity: 825 ft/s (251 m/s)  
Weapon Type: Pistol  
Damage: 432  
Attack Delay: 200  
Ideal Range: 5  
Dispersion: 2.5



The Colt 1911 is a large-caliber pistol that we recommend for snipers. Other soldiers tend to carry weapons that can be used at close or medium range, but snipers should carry this pistol and switch to it when forced to fight up close.

This weapon may be hand-loaded even if the magazine is not fully spent.

### ENFIELD .38

Used By: Great Britain  
Date of Manufacture: 1926  
Weight: 766 gm  
Range (yds): 30  
Caliber: 0.38 in (9.65mm)  
Rounds per Clip/Magazine: 6  
Rate of Fire (RPM): N/A  
Maximum Velocity: 600 ft/s (183 m/s)  
Weapon Type: Pistol  
Damage: 300  
Attack Delay: 200  
Ideal Range: 5  
Dispersion: 2.5



The Enfield is a smaller, lighter weapon than the Colt 1911. It loads six bullets to the Colt's seven, and the bullets are somewhat smaller. It's a decent weapon in a pinch, but we prefer the beefier Colt.



## **KNIFE—GERMAN COMBAT KNIFE**

Used By: Germany  
Date of Manufacture: N/A  
Weight: 450 gm  
Range (yds): N/A  
Caliber: N/A  
Rounds per Clip/Magazine: N/A  
Rate of Fire (RPM): N/A  
Maximum Velocity: N/A  
Weapon Type: Knife  
Damage: 500  
Attack Delay: 850  
Ideal Range: 2  
Dispersion: N/A



Knives may be used for two different attacks. Standard attacks, which simply involve stabbing at the opponent, are not encouraged. Stabbing almost never kills with one blow, and results in deadly return fire.

Stealth kills may be performed when your character is squarely behind an unaware opponent. These automatic kills make no sound, and are the preferred method of dispatching foes while in disguise.

We recommend only using knives for stealth kills; use guns for everything else.

## **KNIFE—FAIRBAIRN-SYKES**

Used By: Great Britain  
Date of Manufacture: N/A  
Weight: 420 gm  
Range (yds): N/A  
Caliber: N/A  
Rounds per Clip/Magazine: N/A  
Rate of Fire (RPM): N/A  
Maximum Velocity: N/A  
Weapon Type: Knife  
Damage: 500  
Attack Delay: 850  
Ideal Range: 2  
Dispersion: N/A



## CHAPTER 2: WEAPONS, GEAR, AND VEHICLES

See the German Combat Knife description for details on the use of knives.

Note that Axis soldiers will not distinguish between Axis and Allied knives. Therefore, you may carry this British-made knife without ruining your disguise. (That's not true for other Allied weapons.)

### PARABELLUM P08 [LUGER PARABELLUM P08]

Used By: Germany  
Date of Manufacture: 1908  
Weight: 965 gm  
Range (yds): 50–55  
Caliber: 0.38 in (9mm)  
Rounds per Clip/Magazine: 8  
Rate of Fire (RPM): N/A  
Maximum Velocity: 1150 ft/s (351 m/s)  
Weapon Type: Pistol  
Damage: 474  
Attack Delay: 200  
Ideal Range: 5  
Dispersion: 2.5



The Luger Parabellum is a high-quality pistol carried by many German soldiers. It has a slightly bigger magazine than the Allied pistols, and its stopping power is the best of any pistol.

Grab this weapon if you need to scavenge a pistol. In fact, you might want to drop your Allied pistol and take one of these instead.

### TAISHO 14

Used By: Japan  
Date of Manufacture: 1927  
Weight: 879 gm  
Range (yds): 30  
Caliber: 0.31 in (8mm)  
Rounds per Clip/Magazine: 8  
Rate of Fire (RPM): N/A  
Maximum Velocity: 1100 ft/s (355 m/s)  
Weapon Type: Pistol  
Damage: 402  
Attack Delay: 200  
Ideal Range: 5  
Dispersion: 2.5



The Taisho is a weaker variant of the Parabellum, carried by Japanese troops. It lacks the Parabellum's superior power because it fires very small-caliber bullets. Not recommended.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

### TOKAREV [TOKAREV TT-33]

Used By: USSR

Date of Manufacture: 1933

Weight: 840 gm

Range (yds): 55

Caliber: 0.30 in (7.62mm/7.63mauser)

Rounds per Clip/Magazine: 8

Rate of Fire (RPM): N/A

Maximum Velocity: 850 ft/s (280 m/s)

Weapon Type: Pistol

Damage: 330

Attack Delay: 200

Ideal Range: 5

Dispersion: 2.5



The Tokarev is a Soviet-made pistol with good range and accuracy, but mediocre stopping power.

## MEDIUM WEAPONS

Medium weaponry consists of rifles, carbines, and submachine guns. These are the weapons you'll most commonly use in HIDDEN & DANGEROUS 2.

Rifles have long barrels and are very accurate at medium to long range. They also have very good power. However, they tend to be clumsy in close-range combat, and the rate of fire is not equal to that of submachine guns (or even pistols).

Submachine guns are excellent at close to medium range. They discharge bullets constantly as you pull the trigger and typically have a high rate of fire. They're great in close-range fights because they combine speed and power, though their accuracy is suspect.

Carbines are essentially rifles that have been cut down to a smaller size. They're more accurate than submachine guns but less accurate than rifles. They cannot rapid-fire, but they have good stopping power. They're best at medium range.



## ARISAKA MEIJI 38

Used By: Japan  
Date of Manufacture: 1905  
Weight: 4313 gm  
Range (yds): 600  
Caliber: 0.25 in (6.5mm)  
Rounds per Clip/Magazine: 5  
Rate of Fire (RPM): N/A  
Maximum Velocity: 2400 ft/s (732 m/s)  
Weapon Type: Rifle  
Damage: 410  
Attack Delay: 18000  
Ideal Range: 73  
Dispersion: 0.2



The Arisaka Meiji 38 is a Japanese-made rifle that you'll only encounter in the eastern theater of war. It comes with or without optics.

This weapon has good range but fires very small-caliber bullets. A small five-round clip rounds out a serviceable but unremarkable rifle.

## DE LISLE COMMANDO CARBINE

Used By: Great Britain  
Date of Manufacture: 1942  
Weight: 3774 gm  
Range (yds): 300  
Caliber: 0.45 in (11.43mm)  
Rounds per Clip/Magazine: 7  
Rate of Fire (RPM): N/A  
Maximum Velocity: 830 ft/s (747 m/s)  
Weapon Type: Rifle (Carbine)  
Damage: 620  
Attack Delay: 1400  
Ideal Range: 25  
Dispersion: 0.34



The De Lisle Commando Carbine is one of two silenced weapons that you'll use frequently. If a mission calls for stealth, you should usually take these weapons, along with the silenced version of the Sten Gun Mark II.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

While the silenced Sten Gun can spit out bullets very quickly, its bullets are weak and it is not accurate, making it best for extremely close-range fighting. The De Lisle can't match the bullet output but it has a good iron sight, good accuracy, and an exceptionally powerful bullet that make instant kills easy. It's much better than the Sten Gun for quiet fighting at medium range.

Just be aware that this weapon's firing speed is low, so you'd better hit with your first shot!

### KARABINER 98K

Used By: Germany

Date of Manufacture: 1898

Weight: 3887 gm

Range (yds): 500

Caliber: 0.31 in (7.92mm)

Rounds per Clip/Magazine: 5

Rate of Fire (RPM): N/A

Maximum Velocity: 2450 ft/s (747 m/s)

Weapon Type: Rifle

Damage: 488

Attack Delay: 1400

Ideal Range: 75

Dispersion: 0.18



The Karabiner 98K is one of the most common German weapons. It comes with or without optics; most of the Karabiners you'll encounter do NOT have optics.

The Karabiner has a small five-round clip, but you can reload it before the clip is empty—something you CANNOT do with the Springfield rifle. Its effective range is very good and its accuracy is truly exceptional. The non-optics version has a well-designed iron sight that makes long-range shooting fairly easy.

All in all, the Karabiner is a very good replacement rifle if you run out of ammo for your main weapon. If you're carrying a Springfield with optics, we'd drop it in favor of a Karabiner with optics.

## ENFIELD MARK 4 & ENFIELD MARK 1 WITH OPTICS

Used By: Great Britain

Date of Manufacture: 1926

Weight: 4114 gm

Range (yds): 550

Caliber: 0.30 in (7.62mm)

Rounds per Clip/Magazine: 10

Rate of Fire (RPM): N/A

Maximum Velocity: 2400 ft/s (732 m/s)

Weapon Type: Rifle

Damage: 419

Attack Delay: 1400

Ideal Range: 70

Dispersion: 0.25



The Enfield Mark 1 and Mark 4 are essentially the same gun, save that the Mark 1 has optics and the Mark 4 does not.

We usually take the version with optics, as our strategies tend to require sniper rifles, rather than rifles without optics.

These weapons have a generous clip size, good range, and good power. They can also be reloaded in mid-clip. We think the Enfield Mark 1 is a definite improvement over the Springfield with optics, despite its somewhat lower shot power, because of these advantages. One potential downside is that the optics of the Mark 1 don't have a very strong magnification. However, this does make the Mark 1 better at medium-range combat than most sniper rifles.



## **M1 GARAND**

Used By: U.S.A.  
Date of Manufacture: 1936  
Weight: 4313 gm  
Range (yds): 600  
Caliber: 0.30 in (7.62mm)  
Rounds per Clip/Magazine: 8  
Rate of Fire (RPM): N/A  
Maximum Velocity: 2800 ft/s (853 m/s)  
Weapon Type: Rifle  
Damage: 390  
Attack Delay: 200  
Ideal Range: 85  
Dispersion: 0.75



The M1 Garand is a good choice for a non-sniper rifle. It has good power, a good iron sight, good accuracy, and a very fast firing rate for a non-automatic weapon. This makes it an excellent medium-range weapon. Just be aware that its accuracy is not comparable to a rifle at long range.

One downside is that the weapon may not be reloaded until the clip is empty.

## **M1 THOMPSON**

Used By: U.S.A.  
Date of Manufacture: 1942  
Weight: 4767 gm  
Range (yds): 55  
Caliber: 0.45 in (11.4mm)  
Rounds per Clip/Magazine: 20  
Rate of Fire (RPM): 700  
Maximum Velocity: 900 ft/s (274 m/s)  
Weapon Type: Submachine  
Damage: 380  
Attack Delay: 100  
Ideal Range: 25  
Dispersion: 3.1



The Thompson is a heavy, fast-firing submachine gun. It's wildly inaccurate at medium to long range, but its bullets are high-caliber and potent at short range, resulting in quick kills.

If your mission calls for lots of extremely close-range fighting and stealth is not a priority, the M1 Thompson is a good choice. Otherwise, you'll find the extreme inaccuracy limiting.

### M1 CARBINE

Used By: U.S.A.  
Date of Manufacture: 1940  
Weight: 2270 gm  
Range (yds): 300  
Caliber: 0.30 in (7.62mm)  
Rounds per Clip/Magazine: 15  
Rate of Fire (RPM): N/A  
Maximum Velocity: 1950 ft/s (594 m/s)  
Weapon Type: Rifle (Carbine)  
Damage: 341  
Attack Delay: 200  
Ideal Range: 30  
Dispersion: 0.3



The M1 Carbine is one of the best true mid-range weapons available. It can't match the range of a good rifle, but it has good (almost rifle-like) accuracy, a very large magazine, and a very quick firing speed. It can be reloaded in mid-clip, so it's easy to keep a plentiful supply of bullets loaded at all times.

If you expect lots of long-range fighting, this isn't the best weapon. If mid-range fighting will be prevalent, this is an excellent choice.

### MOSIN-NAGANT [MOSIN-NAGANT M1891/30]

Used By: USSR  
Date of Manufacture: 1930  
Weight: 3450 gm  
Range (yds): 500  
Caliber: 0.30 in (7.62mm)  
Rounds per Clip/Magazine: 5  
Rate of Fire (RPM): N/A  
Maximum Velocity: 2400 ft/s (732 m/s)  
Weapon Type: Rifle  
Damage: 405  
Attack Delay: 1400  
Ideal Range: 72  
Dispersion: 0.27



This unremarkable Russian-made rifle is powerful but not particularly accurate (for a rifle) at extreme range. It only has a five-round clip.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

### MP40

Used By: Germany  
Date of Manufacture: 1940  
Weight: 4710 gm  
Range (yds): 110  
Caliber: 0.38 in (9mm)  
Rounds per Clip/Magazine: 32  
Rate of Fire (RPM): 500  
Maximum Velocity: 1200 ft/s (366 m/s)  
Weapon Type: Submachine  
Damage: 340  
Attack Delay: 100  
Ideal Range: 30  
Dispersion: 2.5



The MP40 is a very common German weapon. It's also a great design; the bullet speed and size is comparable to other submachine guns, but it's more accurate than some, and it has a very large magazine.

If you find that a mission requires more close-range combat than anticipated, and your weapons are geared more for long range, you might consider dumping a rifle or carbine and grabbing an MP40 instead.

### SPAGIN (PPSH-41G SPAGIN)

Used By: USSR  
Date of Manufacture: 1943  
Weight: 3632 gm  
Range (yds): 160  
Caliber: 0.30 in (7.62mm)  
Rounds per Clip/Magazine: 71  
Rate of Fire (RPM): 900  
Maximum Velocity: 1650 ft/s (503 m/s)  
Weapon Type: Submachine  
Damage: 320  
Attack Delay: 100  
Ideal Range: 18  
Dispersion: 3.5



The Spagin is a unique submachine gun. It fires small bullets at high speed, but its main claim to fame is its huge drum-style magazine, which holds a whopping 71 bullets. If you want a fast-firing, close-range weapon that never seems to run dry, pick up one of these. But don't expect accuracy; this thing sprays bullets in a very wide cone of fire.

## SPRINGFIELD [M1903A3/M1903A4 SPRINGFIELD]

Used By: U.S.A.

Date of Manufacture: 1903

Weight: 3904 gm

Range (yds): 500–600

Caliber: 0.30 in (7.62mm)

Rounds per Clip/Magazine: 5

Rate of Fire (RPM): N/A

Maximum Velocity: 2300 ft/s (701 m/s)

Weapon Type: Rifle

Damage: 490

Attack Delay: 1400

Ideal Range: 85

Dispersion: 0.29



The Springfield is the first rifle with optics you'll get your hands on, so you'll definitely use it. However, it features a small magazine that cannot be reloaded until it's empty. This can be awkward when you're gunning for multiple targets.

It is, however, a very powerful rifle. We recommend using this as a sniper rifle until you can get your hands on something else—but if you can handle the magazine limitations, you may prefer this rifle.

## PPS-1943

Used By: USSR

Date of Manufacture: 1943

Weight: 3334 gm

Range (yds): 200

Caliber: 0.30 in (7.62mm)

Rounds per Clip/Magazine: 35

Rate of Fire (RPM): 700

Maximum Velocity: 1600 ft/s (732 m/s)

Weapon Type: Submachine

Damage: 310

Attack Delay: 100

Ideal Range: 20

Dispersion: 3.3



This is another mediocre Russian-made submachine gun. It features a large clip, lousy accuracy, and fast muzzle velocity. Best used at very close range.



## **STEN GUN MARK II**

Used By: Great Britain  
Date of Manufacture: 1942  
Weight: 3462 gm  
Range (yds): 175  
Caliber: 0.38 in (9mm)  
Rounds per Clip/Magazine: 32  
Rate of Fire (RPM): 550  
Maximum Velocity: 1200 ft/s (366 m/s)  
Weapon Type: Submachine  
Damage: 300  
Attack Delay: 100  
Ideal Range: 35  
Dispersion: 2.8



The Sten Gun is a cheap weapon featuring a large magazine and decent bullet caliber. Its accuracy is suspect, so it's best used at close range. It also has a large and rather clumsy iron sight, which can partially obscure your view.

The Sten Gun is not a remarkable weapon, but it's the only weapon of its type (fast shooter, big magazine) available for the first few missions. We recommend grabbing something else later on.

## **STEN GUN MARK II [WITH SILENCER]**

Used By: Great Britain  
Date of Manufacture: 1942  
Weight: 3518 gm  
Range (yds): 175  
Caliber: 0.38 in (9mm)  
Rounds per Clip/Magazine: 32  
Rate of Fire (RPM): 450  
Maximum Velocity: 1000 ft/s (305 m/s)  
Weapon Type: Submachine  
Damage: 275  
Attack Delay: 100  
Ideal Range: 28  
Dispersion: 3.2





## CHAPTER 2: WEAPONS, GEAR, AND VEHICLES

You'll use the Sten Gun Mark II with silencer much more often than the non-silenced model. After all, silence is very useful, and you only have access to a couple of silenced weapons.

The silenced version loses some power and accuracy, making it best for very close-range work.

This is the best silenced weapon for close-range combat. The De Lisle Carbine is somewhat better for medium-range stealth kills.

### HEAVY WEAPONS

Heavy weapons are big and clumsy; it's often best to bring along a strong commando just to carry these.

Some of these weapons, like the BAR, can be used as primary weapons. Others, like the Bazooka, are specialized and should only be used against special targets. That means the soldier carrying them needs a conventional weapon as well.

Study these weapons carefully before taking them on a mission, as some of them have special requirements that aren't immediately obvious.

#### BAR [BAR M1918]

Used By: U.S.A.

Date of Manufacture: 1917

Range (yds): 600

Caliber: 0.30 in (7.62mm)

Rounds per Clip/Magazine: 20

Rate of Fire (RPM): 550

Maximum Velocity: 2800 ft/s (853 m/s)

Weapon Type: Light Machine

Damage: 480

Attack Delay: 100

Ideal Range: 75

Dispersion: 1.4



The BAR (Browning Automatic Rifle) has a fairly small magazine for a machine gun, but it can be fired from a standing or kneeling position as well as a prone position. This means that a commando can use this as his primary weapon.

The BAR features a clumsy sight but can be effective at surprisingly long range (though its accuracy is nothing compared to a standard rifle). Its exceptional muzzle speed makes it very useful in close combat as well, allowing you to score fast, decisive kills.

Essentially, the BAR combines the power of a standard rifle with the firing rate of a submachine gun, and decent range and accuracy to boot. Highly recommended.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

### BREN GUN

Used By: Great Britain

Date of Manufacture: 1937

Weight: 10130 gm

Range (yds): 600

Caliber: 0.303 in (7.696mm)

Rounds per Clip/Magazine: 30

Rate of Fire (RPM): 500

Maximum Velocity: 2400 ft/s (732 m/s)

Weapon Type: Light Machine

Damage: 550

Attack Delay: 100

Ideal Range: 75

Dispersion: 2



The Bren gun's dirty little secret is that it may only be fired from a prone position. It's the only machine gun available to you for the first few missions, and it is very damaging. It can be very useful for covering a position—but a soldier carrying this weapon is ill prepared for ambushes.

### DEGTYAREV DP 1928

Used By: USSR

Date of Manufacture: 1928

Weight: 9307 gm

Range (yds): 550

Caliber: 0.30 in (7.62mm)

Rounds per Clip/Magazine: 47

Rate of Fire (RPM): 550

Maximum Velocity: 2750 ft/s (838 m/s)

Weapon Type: Light Machine

Damage: 480

Attack Delay: 100

Ideal Range: 84

Dispersion: 1.45



This is a capable Soviet-made machine gun with a very large magazine.

## CHAPTER 2: WEAPONS, GEAR, AND VEHICLES

### MI BAZOOKA

Used By: U.S.A.

Date of Manufacture: 1941

Weight: 6016 gm

Range (yds): 120

Caliber: 2.36 in (60mm)

Rounds per Clip/Magazine: 1

Rate of Fire (RPM): N/A

Maximum Velocity: 300 ft/s (91 m/s)

Weapon Type: Heavy Artillery

Damage: 2500

Attack Delay: 5000

Explosion Range: 7

Dispersion: 3



The Bazooka is heavy and requires heavy ammo. It's not as potent as a German Panzerfaust, but unlike a Panzerfaust, it's not a disposable, one-shot weapon. So while a Bazooka and several rockets may be heavy, it's not as heavy as carrying multiple Panzerfausts.

The Bazooka is primarily a tank killer, though you can use it against other heavy targets, or even groups of soldiers.

The Bazooka's rocket loses altitude with distance. Couple this with a not-so-helpful iron sight, and you have a weapon that must be fired at relatively close-range targets. It's still got better range than the Panzerfaust, however.

Make sure no teammates are behind you when firing the Bazooka, as you can injure them with the back flame.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

### MP44

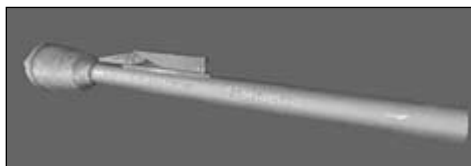
Used By: Germany  
Date of Manufacture: 1944  
Weight: 5136 gm  
Range (yds): 700  
Caliber: 0.31 in (7.92mm)  
Rounds per Clip/Magazine: 30  
Rate of Fire (RPM): 500  
Maximum Velocity: 2150 ft/s (655 m/s)  
Weapon Type: Assault  
Damage: 333  
Attack Delay: 100  
Ideal Range: 60  
Dispersion: 0.95



The MP44 is the only assault rifle in the game. It combines a good clip size with a fast rate of fire, excellent muzzle velocity, and very good range. It's superior to the submachine guns your commandos are likely to be carrying.

### PANZERFAUST 60

Used By: Germany  
Date of Manufacture: 1944  
Weight: 6810 gm  
Range (yds): 60  
Caliber: 5.9 in (150mm)  
Rounds per Clip/Magazine: 1  
Rate of Fire (RPM): N/A  
Maximum Velocity: 148 ft/s (45 m/s)  
Weapon Type: Heavy Artillery  
Damage: 2900  
Attack Delay: N/A  
Explosion Range: 10  
Dispersion: 1.45



The Panzerfaust is a very effective, but short-range anti-tank weapon. Unlike the Bazooka, which may be reloaded, the Panzerfaust is a one-shot, disposable weapon.

If you think you may encounter armored vehicles, and you find a Panzerfaust lying around, it's a good idea to grab it—especially if you don't have a Bazooka.

Make sure no teammates are behind you when you fire the Panzerfaust.

### ZB26

Used By: Germany  
Date of Manufacture: 1934  
Weight: 10130 gm  
Range (yds): 600  
Caliber: 0.31 in (7.92mm)  
Rounds per Clip/Magazine: 30  
Rate of Fire (RPM): 500  
Maximum Velocity: 2493 ft/s (760 m/s)  
Weapon Type: Light Machine  
Damage: 555  
Attack Delay: 100  
Ideal Range: 75  
Dispersion: 2.0



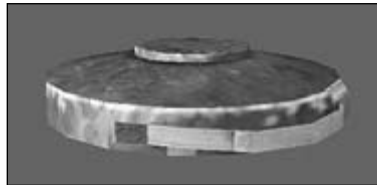
This weapon was the inspiration and initial blueprint for the British Bren gun, built later in 1937. It's inaccurate but powerful, and useful for defending a position.

### EXPLOSIVES

Explosives fall into two broad categories. There are explosives that use a timer and are useful for blowing up big, static targets. Explosives bags, magnetic mines, and dynamite fall into this category. Then there are explosives that you use for combat purposes, such as grenades, anti-tank mines, and anti-personnel mines. These explosives are used to destroy both personnel and vehicles, and to simplify tasks that would be tough with guns alone.

### ANTI-TANK MINE

Used By: N/A  
Date of Manufacture: N/A  
Weight: 9000 gm  
Weapon Type: Mine  
Damage: 25000  
Attack Delay: N/A  
Explosion Range: 10  
Dispersion: N/A



Anti-tank mines are exceptionally heavy. You place them in the ground, where you expect an enemy tank to drive. Tanks are instantly destroyed when they drive over these things, but the trick is knowing where to place them. You have to balance the safety of placing a mine (and then getting out of the area) against the versatility of a Bazooka or Panzerfaust.



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### DYNAMITE—TIMED

Used By: N/A

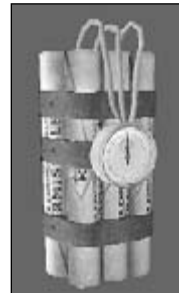
Date of Manufacture: N/A

Weight: 1600 gm

Weapon Type: Explosive

Dynamite is used to destroy fixed, mission-specific targets. It may not be used as a general-purpose weapon. You'll be told in advance when a mission requires dynamite.

You typically have a short time to clear out of the area before the dynamite blows up.



### EXPLOSIVES BAG

Used By: N/A

Date of Manufacture: N/A

Weight: 2000 gm

Weapon Type: Explosive

Explosives bags, like dynamite, are used to destroy fixed, mission-specific targets. They are more potent than dynamite, and are therefore used against harder targets.

Explosives bags may not be used as general-purpose weapons. You'll be told in advance when a mission requires explosives bags.

You typically have only a short time to clear out before the explosives bags detonate.



### EXPLOSIVES [CLAM BOMB]

Used By: N/A

Date of Manufacture: N/A

Weight: 3000 gm

Weapon Type: Explosive

The heavy Clam Bomb can be used for general combat purposes. If you manage to stick it to a tank, you'll score a kill. The difficulty, of course, is getting that close!



### MAGNETIC MINE

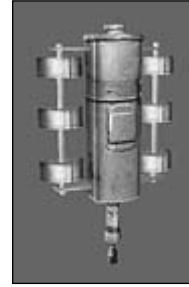
Used By: N/A

Date of Manufacture: N/A

Weight: 4000 gm

Weapon Type: Explosive

Magnetic mines are used to adhere to the hulls of ships or other metallic surfaces to deliver a strong charge. They typically won't detonate until your mission is complete, so you don't have to worry about clearing out after placing them.



### MINE

Used By: N/A

Date of Manufacture: N/A

Weight: 3000 gm

Weapon Type: Mine

Damage: 2500

Attack Delay: 1000

Explosion Range: 5

Dispersion: N/A



Anti-personnel mines are placed wherever you expect enemies to appear. They're heavy, and you have to predict where the enemy will show up—but they're very low-risk to you, and the enemy won't know where the explosion came from.

### NO. 36—DEFENSIVE [NO. 36M MK1 "MILLS BOMB"]

Used By: Great Britain

Date of Manufacture: 1915

Weight: 370 gm

Weapon Type: Grenade

Damage: 2000

Attack Delay: 1600

Explosion Range: 10

Dispersion: N/A



No. 36 grenades, which are decorated with blue stripes, are “defensive” grenades. You throw them, and then they explode a few seconds later. Their delayed times makes them safer to use than No. 69 grenades, which detonate on contact. The timer allows them to be rolled around corners and into trenches. However, they are less useful than No. 69 grenades for direct line-of-sight attacks, as the enemy might be able to get away before the timer elapses.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

These grenades are excellent tools for flushing enemies out of hiding, or killing them without poking your head into a dangerous spot. They're excellent for clearing out trenches and bunkers, if you manage to throw them in the right spot.

Remember that the longer you hold the attack button, the farther you throw the grenade. Accidentally tapping the "grenade" button is a very bad move!

### NO. 69—OFFENSIVE (NO.69 MK1)

Used By: Great Britain

Date of Manufacture: 1900's

Weight: 770 gm

Weapon Type: Grenade

Damage: 1500

Attack Delay: 1600

Explosion Range: 5

Dispersion: N/A



No. 69 grenades detonate on contact. This makes them more useful than the No. 36 for, say, lobbing into the middle of an enemy patrol.

On the other hand, you can't roll these grenades around corners or into trenches. And if you fail to throw them far enough, you have no time to flee.

Each grenade has its uses. We recommend that you take plenty of both along on most missions.

### STIELHANGGRANATE 39 (GER)

Used By: Germany

Date of Manufacture: 1918

Weight: 363 gm

Weapon Type: Grenade

Damage: 2000

Attack Delay: 1600

Explosion Range: 10

Dispersion: N/A



Stielhanggranate are German hand grenades. They work on a timer, so you can think of them as defensive (blue stripe) grenades with long handles. Grab them when you're low on grenades.



### TYPE 97

Used By: Japan  
Date of Manufacture: 1937  
Weight: 500 gm  
Weapon Type: Grenade  
Damage: 1500  
Attack Delay: 1600  
Explosion Range: 5  
Dispersion: N/A



Japanese hand grenades work like No. 69 offensive grenades—meaning, they detonate on contact.

### MEDIUM/HEAVY MACHINE GUNS

These medium and heavy machine guns are always mounted on tripods or vehicles. They cannot be transported, and they have a fixed rate of fire. They're not super-accurate, but the sheer rate of fire makes up for that, allowing them to be deadly even at fairly long range.

Never put yourself in a position where the enemy can fire one of these at you, especially at close or medium range. Snipe the machine gun operator, attack from behind, or use grenades.

There are certain situations where you can assume control of these weapons. This can be useful for taking down vehicles, or for defending a position. Be aware of the weapons' limited arc of fire, however.

### MG42

Used By: Germany  
Date of Manufacture: 1942  
Weight: 11500 gm  
Range (yds): 1094  
Caliber: 0.31 in (7.92mm)  
Rounds per Clip/Magazine: 75  
Rate of Fire (RPM): 1200–1300  
Maximum Velocity: 2329 ft/s (710 m/s)  
Damage: 725  
Attack Delay: 100  
Ideal Range: 75  
Dispersion: 0.8



These machine guns are often mounted on tripods, either on guard towers or behind sandbags. They can tear up infantry in milliseconds, and will make short work of most vehicles. They're surprisingly accurate for automatic weapons, and a direct hit means instant death.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

### BROWNING M1919

Used By: U.S.A.

Date of Manufacture: 1919

Weight: 14050 gm

Range (yds): 1640

Caliber: 0.30 in (7.62mm)

Rounds per Clip/Magazine: 250

Rate of Fire (RPM): 500

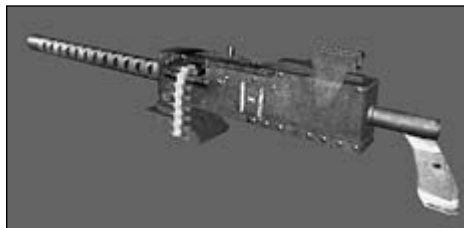
Maximum Velocity: 2800 ft/s (853 m/s)

Damage: 705

Attack Delay: 200

Ideal Range: 85

Dispersion: 1.0



This fearsome machine gun is mounted on jeeps and tripods for use against not only infantry and vehicles, but aircraft as well.

### BROWNING M1919 TWIN

Used By: U.S.A.

Date of Manufacture: 1919

Weight: 14050 gm

Range (yds): 1640

Caliber: 0.30 in (7.62mm)

Rounds per Clip/Magazine: 250 (x2)

Rate of Fire (RPM): 500 (x2)

Maximum Velocity: 2800 ft/s (853 m/s)

Damage: 800

Attack Delay: 100

Ideal Range: 100

Dispersion: 1.0

The Browning M1919 Twin is just a pair of M1919s mounted side by side. The result is twice the devastation, especially against vehicles and planes.

## CZ VZOR 37

Used By: Germany  
Date of Manufacture: 1937  
Weight: 18600 gm  
Range (yds): Unknown  
Caliber: 0.31 in (7.92mm)  
Rounds per Clip/Magazine: 200  
Rate of Fire (RPM): 700  
Maximum Velocity: Unknown  
Damage: 790  
Attack Delay: 100  
Ideal Range: 75  
Dispersion: 0.8

This is a Czech weapon used by Axis forces. It's heavier and more potent than the MG42.

## TYPE 92

Used By: Japan  
Date of Manufacture: 1932  
Weight: 55338 gm  
Range (yds): 1000  
Caliber: 0.30 in (7.7mm)  
Rounds per Clip/Magazine: 30  
Rate of Fire (RPM): 450  
Maximum Velocity: 2400 ft/s (732 m/s)  
Damage: 750  
Attack Delay: 100  
Ideal Range: 200  
Dispersion: 1.0

This Japanese machine gun has a comparatively small magazine, but is nonetheless very deadly against infantry.





## **CANNONS**

Cannons include flak guns (mainly used against aircraft, though they may be fired at your team) and tank cannons. These weapons are always mounted on vehicles, or on a framework designed specifically to bear the weapon.

### **85MM—T34/85, ISU 85**

Used By: USSR

Date of Manufacture: 1944

Range (yds): 202400

Caliber: 3.35 in (85mm)

Rounds per Clip/Magazine: N/A

Rate of Fire (RPM): N/A

Maximum Velocity: 2405ft/s (730 m/s)

Damage: 4200

Attack Delay: 5500

Explosion Range: 7

Dispersion: 1.0

The Soviet T34/85 tank bears an 85mm cannon. This cannon is wildly destructive and is mainly used against tanks and other hard targets—though a well-placed shot can take down infantry within a small blast radius.

### **FLAK 38 20MM**

Used By: Germany

Date of Manufacture: 1934

Range (yds): 5360

Caliber: 0.79 in (20mm)

Rounds per Clip/Magazine: N/A

Rate of Fire (RPM): 480

Maximum Velocity: 2625 ft/s (800 m/s)

Damage: 1400

Attack Delay: 300

Explosion Range: 5

Dispersion: 0.5

Flak cannons are found on special tripods and also mounted on the back of trucks. They're designed to fire at aircraft. Still, the ferocious rate of fire and huge bullet size makes them lethal to infantry as well—so be aware.

## FLAKVIERLING 38 4X20MM

Used By: Germany  
Date of Manufacture: 1938  
Range (yds): 5360  
Caliber: 0.79 in (20mm)  
Rounds per Clip/Magazine: N/A  
Rate of Fire (RPM): 480 x 4  
Maximum Velocity: 2625 ft/s (800 m/s)  
Damage: 1300  
Attack Delay: 200  
Explosion Range: 4  
Dispersion: 0.5

This quad cannon is made by clustering four standard flak cannons, resulting in four times the firepower. These cannons are mounted in flak towers and on German submarines.

## KWK 36 TIGER

Used By: Germany  
Date of Manufacture: 1941  
Range (yds): 132000  
Caliber: 3.46 in (88mm)  
Rounds per Clip/Magazine: N/A  
Rate of Fire (RPM): N/A  
Maximum Velocity: 2536 ft/s (773 m/s)  
Damage: 3250  
Attack Delay: 5000  
Explosion Range: 6  
Dispersion: 0.5

The KwK 36 Tiger tank fires 88mm shells capable of penetrating the armor of any tank. The weapon is also exceptionally accurate.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

### KWK 40 PANTHER

Used By: Germany

Date of Manufacture: 1942

Range (yds): 220000

Caliber: 2.95 in (75mm)

Rounds per Clip/Magazine: N/A

Rate of Fire (RPM): N/A

Maximum Velocity: 2428 ft/s (740 m/s)

Damage: 4000

Attack Delay: 5000

Explosion Range: 5.5

Dispersion: 0.5

The Panther tank fires a somewhat longer-range round and more destructive round than the Tiger.

### GEAR

A number of non-weapon items are essential to many commando missions. Here's a quick look at these items.

#### BACKPACK

Backpacks weigh a bit, but they provide a lot of carrying space. Since the average soldier without a backpack is always limited by SPACE rather than WEIGHT, you should almost always equip your men with backpacks.

The only times to drop the backpacks are when you need to put something else on your team's backs (say, scuba gear), or when wearing an Allied backpack would ruin a German disguise.

#### BINOCULARS

Binoculars are useful for scouting ahead and seeing the enemy before they see you. This allows you to plan your strategy and maintain the element of surprise.

Of course, if you have a sniper with a scoped rifle, you can use the scope for the same purpose. We only take binoculars, therefore, if for some reason we can't take a sniper rifle.



## CHAPTER 2: WEAPONS, GEAR, AND VEHICLES

### CAMERA

You'll be told in advance when you need a camera on a mission. To take a photograph of something, simply walk up to it and use the action key; the option to take the picture will appear.



### COMPASS

The compass not only tells you what direction you're going, but provides information on what's happening around you. Black dots around the perimeter indicate the direction of your teammates. Red dots point out the direction of live enemies. And red flashes point out the direction of gunfire.

We recommend giving everyone a compass for every mission.

### DIVING GEAR

Diving gear is required for some missions and useless for others. You'll know if you need it.

You can't wear a backpack if you're wearing diving gear.

You cannot run while wearing diving gear, so you might want to temporarily ditch it when you reach land. You can always grab it again if you have to reenter the water.

### FIRST AID KIT

First Aid Kits are used to heal team members. They disappear after one use, so it's beneficial to carry several.

### FIRST AID KIT, LARGE

The large First Aid Kit works just like the regular version, but it can be used multiple times. Ideal for your medic.

### KEYS

You'll sometimes find keys that are necessary to open locked doors. Keep your eyes peeled.

### WIRE CUTTERS

Wire cutters are used to cut chain-link fences and electrical wires. You'll usually be forewarned when you need these for a mission.



### UNIFORMS

You can wear a variety of uniforms, but they have little effect on your performance. Wearing an ENEMY uniform, however, allows you to walk amongst the enemy in disguise. See chapter 3 for more on that.

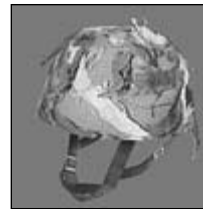


## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

### HELMETS

Helmets stop bullets that would otherwise kill your soldiers, limiting the damage they take to a manageable amount. Always wear them, unless circumstances force you not to.

You cannot wear an Allied helmet if you're in disguise.



### OTHER CLOTHING

Non-military clothing (say, a scientist's coat) can work as a disguise. Hats and eyeglasses are amusing, but don't substantially affect the quality of your disguise.



### VEHICLES

You'll drive, ride in, and fight against a wide variety of vehicles in HIDDEN & DANGEROUS 2. Here's a look at what you'll face.

### MOTORCYCLES

There's only one motorcycle in the game, and it belongs to the Germans.

#### KRAFTRAD BMW R75 W/SIDECAR [GER]

Country of Origin: Germany

Length: 2.4 m

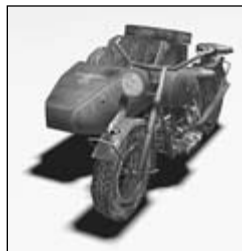
Width: 1.73 m

Height: 1 m

Weight: 410 kg

Max. Speed: 92 kph

Max. Crew: 2



This motorcycle features a sidecar, and may be equipped with a light machine gun. It's fast, as you might expect, but affords no protection for the passengers.



## FOUR- TO EIGHT-WHEELED VEHICLES

A variety of wheeled vehicles traverse the assorted battlefields you'll visit. Here's the lowdown.

### OPEL BLITZ (GER)

Country of Origin: Germany  
Length: 5.55 m  
Width: 2.15 m  
Height: 1.96 m  
Weight: 3300 kg  
Max. Speed: 85 kph  
Max. Crew: 2 (+ passengers)



The Opel Blitz is a durable flatbed truck with a canvas shell over the bed. The truck can carry five people in total. Passengers in the bed are protected from sight, but bullets can easily pass through the canvas shell.

### OPEL BLITZ W/20MM FLAK 38 AA (GER)

Country of Origin: Germany  
Length: 5.55 m  
Width: 2.15 m  
Height: 1.96 m  
Weight: 3700 kg  
Max. Speed: 85 kph  
Max. Crew: 3 (+ passengers)



This is a modified Blitz that serves as a mobile anti-aircraft platform. The flak cannon on the flatbed is a potent weapon.

### KRUPP PROTZE KfV. 70 (GER)

Country of Origin: Germany  
Length: 5.1 m  
Width: 1.93 m  
Height: 1.96 m  
Weight: 2450 kg  
Max. Speed: 70 kph  
Max. Crew: 2 (+ passengers)



This six-wheeled flatbed is an extra-durable transport for personnel and goods. Unlike the Blitz, however, the flatbed is completely exposed.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

### KUBELWAGEN [GER]

Country of Origin: Germany

Length: 3.74 m

Width: 1.7 m

Height: 1.65 m

Weight: 685 kg

Max. Speed: 80 kph

Max. Crew: 4



This is a durable, jeep-like vehicle; the cab can be left open to the sky or covered with a canvas hood. It's used for scouting, personnel transport, and assorted other tasks.

### SCHWERE PANZERSPÄHWAGEN PUMA [SOKFZ 234/2] [GER]

Country of Origin: Germany

Length: 6.8 m

Width: 2.4 m

Height: 2.29 m

Weight: 10650 kg

Max. Speed: 90 kph

Max. Crew: 4



The Puma is an eight-wheeled armored personnel carrier. Sporting a formidable cannon and a machine gun, for all intents and purposes this thing is a tank. You'll need anti-tank weaponry to effectively deal with it.

### BEDFORD QLD SUPPLY TRUCK [GB]

Country of Origin: Great Britain

Length: 5.99 m

Width: 2.26 m

Height: 3.0 m

Weight: 11521 kg

Max. Speed: 61 kph

Max. Crew: 1 (+ passengers)



The Bedford truck is a standard flatbed with a canvas shell. It's the Allied equivalent of the Opel Blitz.

## WILLYS MB TRUCK, 1/4 TON, "JEEP" [US/GB/USSR]

Country of Origin: United States

Length: 3.35 m

Width: 1.57 m

Height: 1.32 m

Weight: 1090 kg

Max. Speed: 72 kph

Max. Crew: 4



This durable vehicle is used for personnel transport. It's sometimes equipped with a passenger-side machine gun, for anti-personnel and anti-aircraft duty.

## HALFTRACKS

Halftracks are strange beasts, half truck and half tank. The front wheels provide maneuverability while the rear treads provide traction.

### M2 HALFTRACK [US]

Country of Origin: United States

Length: 6.09 m

Width: 1.98 m

Height: 2.28 m

Weight: 6520 kg

Max. Speed: 72 kph

Max. Crew: 2 (+ passengers)



These uncovered personnel carriers can cross just about any terrain, but offer little protection to the occupants' upper bodies.

### SDKFZ 251 AUSF A [GER]

Country of Origin: Germany

Length: 5.8 m

Width: 2.1 m

Height: 1.75 m

Weight: 7711 kg

Max. Speed: 53 kph

Max. Crew: 2 (+ passengers)



Like the Allied halftrack, this model is very rugged and durable, but doesn't protect the riders' upper bodies.



## TRACKED VEHICLES

These tracked vehicles are the heaviest hitters you'll encounter. Armed with both cannons and machine guns, these tanks can only be destroyed with heavy, specialized weaponry.

### PANZER III [GER]

Country of Origin: Germany

Length: 5.69 m

Width: 2.81 m

Height: 2.33 m

Weight: 15876 kg

Max. Speed: 32 kph

Max. Crew: 5



The Panzer III is a medium-sized tank, equipped with a potent cannon and front-mounted machine guns. Attack it from the flank or rear if possible.

### PANZER V, 'PANTHER' [GER]

Country of Origin: Germany

Length: 8.66 m

Width: 3.27 m

Height: 2.99 m

Weight: 44800 kg

Max. Speed: 46 kph

Max. Crew: 5



The Panther is a deadly heavy tank, outfitted with heavy cannon, multiple machine guns, and a grenade launcher. All tanks are durable and deadly, but this one is more so than most.

### PANZER VI AUSF E, 'TIGER' [GER]

Country of Origin: Germany

Length: 8.45 m

Width: 3.8 m

Height: 2.9 m

Weight: 57000 kg

Max. Speed: 35 kph

Max. Crew: 5



The Tiger is the king of the battlefield, sporting a truly massive cannon and extra-thick armor. It's slow but packs a devastating punch.

## CHAPTER 2: WEAPONS, GEAR, AND VEHICLES

### ISU 152 (USSR)

Country of Origin: USSR  
Length: 9.18 m  
Width: 3.07 m  
Height: 2.48 m  
Weight: 46748 kg  
Max. Speed: 35 kph  
Max. Crew: 5



This bizarre vehicle is more of a self-propelled howitzer than a tank, though it does feature very durable armor. It's somewhat less threatening to personnel than a standard tank, due to its lack of machine guns and difficulty targeting close-up enemies.

### M4A2 SHERMAN/SHERMAN III (US/GB)

Country of Origin: United States  
Length: 5.95 m  
Width: 2.67 m  
Height: 2.74 m  
Weight: 31200 kg  
Max. Speed: 34 kph  
Max. Crew: 5



The Sherman tank is synonymous with “behemoth,” but it’s not a particularly huge or well-armored tank. Its standard cannon and machine gun are suitable for taking down most targets, but it’s vulnerable when fighting some of the heavier German tanks.

## BOATS AND SHIPS

Ships don't play a big role in most missions, but they're occasionally part of the action.

### PT BOAT (78' HIGGINS) (US/GB)

Country of Origin: United States  
Length: 23.9 m  
Width: 6.1 m  
Draft: 1.6 m  
Weight: 43500 kg  
Max. Speed: 41 knots  
Max. Crew: 11



This gunboat is equipped with a couple of heavy machine guns. It's used for patrolling the shores, locating enemies, destroying small craft, and harassing larger ones.



## **SBS MINI-SUBMARINE [GB]**

Country of Origin: Great Britain

Length: \*CLASSIFIED\*

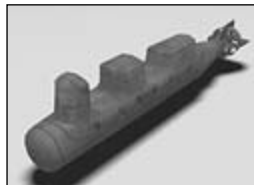
Width: \*CLASSIFIED\*

Height: \*CLASSIFIED\*

Weight: \*CLASSIFIED\*

Max. Speed: \*CLASSIFIED\*

Max. Crew: \*CLASSIFIED\*



These top secret commando devices are used to get your team into position for aquatic missions. They're not instrumental to the actual execution of the missions.

## **U TYPE VIIC [GER]**

Country of Origin: Germany

Length: 67.1 m

Width: 6.2 m

Height: 4.7 m

Displacement: 1070 tons

Max. Speed: 17 knots

Max. Crew: 52

While German U-boats (submarines) spend most of their time underwater, seeking ships to torpedo, they're equipped with potent quad flak cannons for above-water duty.

## **AIRCRAFT**

You'll encounter a variety of aircraft over the course of the campaign. You'll destroy multiple grounded planes and be harassed by airborne attackers—and even take a plane ride during one particular mission.

Gunning down airborne planes is difficult unless you have the right weapons. It can be done with small arms and light machine guns, but it takes quite a bit of skill (and perhaps some luck as well).

## CHAPTER 2: WEAPONS, GEAR, AND VEHICLES

### MESSERSCHMITT BF 109 E [GER]

Country of Origin: Germany

Length: 8.64 m

Wingspan: 9.87 m

Height: 2.28 m

Weight: 2125 kg

Max. Speed: 483 kph

Max. Crew: 1



These fighter planes are equipped with machine guns and are designed for air combat. They can strafe ground targets as well, peppering them with machine gun fire as they swoop down across the battlefield. Listen for the distinctive whine of a diving plane; it will alert you that a strafing run is about to happen.

### JUNKERS JU 52, 'TANTE JU' [GER]

Country of Origin: Germany

Length: 18.90 m

Wingspan: 29.21 m

Height: 4.52 m

Weight: 6560 kg

Max. Speed: 295 kph

Max. Crew: 3 (+ 18 passengers)



This transport plane can drop paratroopers. It's usually only equipped with a single machine gun in the rear, so it's not difficult to bring down—and not a threat to ground targets.



## **JUNKERS JU 87, 'STUKA' [GER]**

Country of Origin: Germany

Length: 11.1 m

Wingspan: 13.8 m

Height: 3.9 m

Weight: 3185 kg

Max. Speed: 400 kph

Max. Crew: 2



The Stuka is a small dive bomber, designed to drop an explosive payload on land or naval targets, and then clear out of the area. Again, listen for the distinctive whine, which is an indication that a dive is commencing.

## **JUNKERS JU 88 [GER]**

Country of Origin: Germany

Length: 14.4 m

Wingspan: 20.13 m

Height: 4.85 m

Weight: 9800 kg

Max. Speed: 470 kph

Max. Crew: 3



This is a fast, large bomber designed for level bombing runs (not dive bombing, like the Stuka). It carries a big payload. It's designed to be escorted by fighters.



### MACCI MC.200 SAETTA [ITA]

Country of Origin: Italy

Length: 8.2 m

Wingspan: 10.58 m

Height: 3.5 m

Weight: 2000 kg

Max. Speed: 501 kph

Max. Crew: 1



The small fighter is capable of aerial combat or strafing runs against land targets.

### DE HAVILAND MOSQUITO [GB]

Country of Origin: Great Britain

Length: 12.55 m

Wingspan: 16.51 m

Height: 5.31 m

Weight: 6759 kg

Max. Speed: 612 kph

Max. Crew: 2



This is a small, fast wooden bomber that doesn't show up on radar. It has no guns, but rarely needs them thanks to its speed and stealth.

### SUPERMARINE SPITFIRE MK. V [GB]

Country of Origin: Great Britain

Length: 9.8 m

Wingspan: 11.23 m

Height: 3.48 m

Weight: 2182 kg

Max. Speed: 600 kph

Max. Crew: 1



Spitfires are excellent British-made fighter planes. They're capable of feats similar to most fighters' (aerial combat and limited ground attacks), but they're better-designed than most.



## **DOUGLAS C-47 SKYTRAIN [US/GB]**

Country of Origin: U.S.A.

Length: 19.66 m

Wingspan: 29.1 m

Height: 5.2 m

Weight: 8250 kg

Max. Speed: 375 kph

Max. Crew: 2 (+ 28 passengers)



This is simply a large Allied transport plane.

## **LAVOKIN LA-5, 'LAVOCHKA' [USSR]**

Country of Origin: USSR

Length: 8.46 m

Wingspan: 9.8 m

Height: 2.54 m

Weight: 2600 kg

Max. Speed: 626 kph

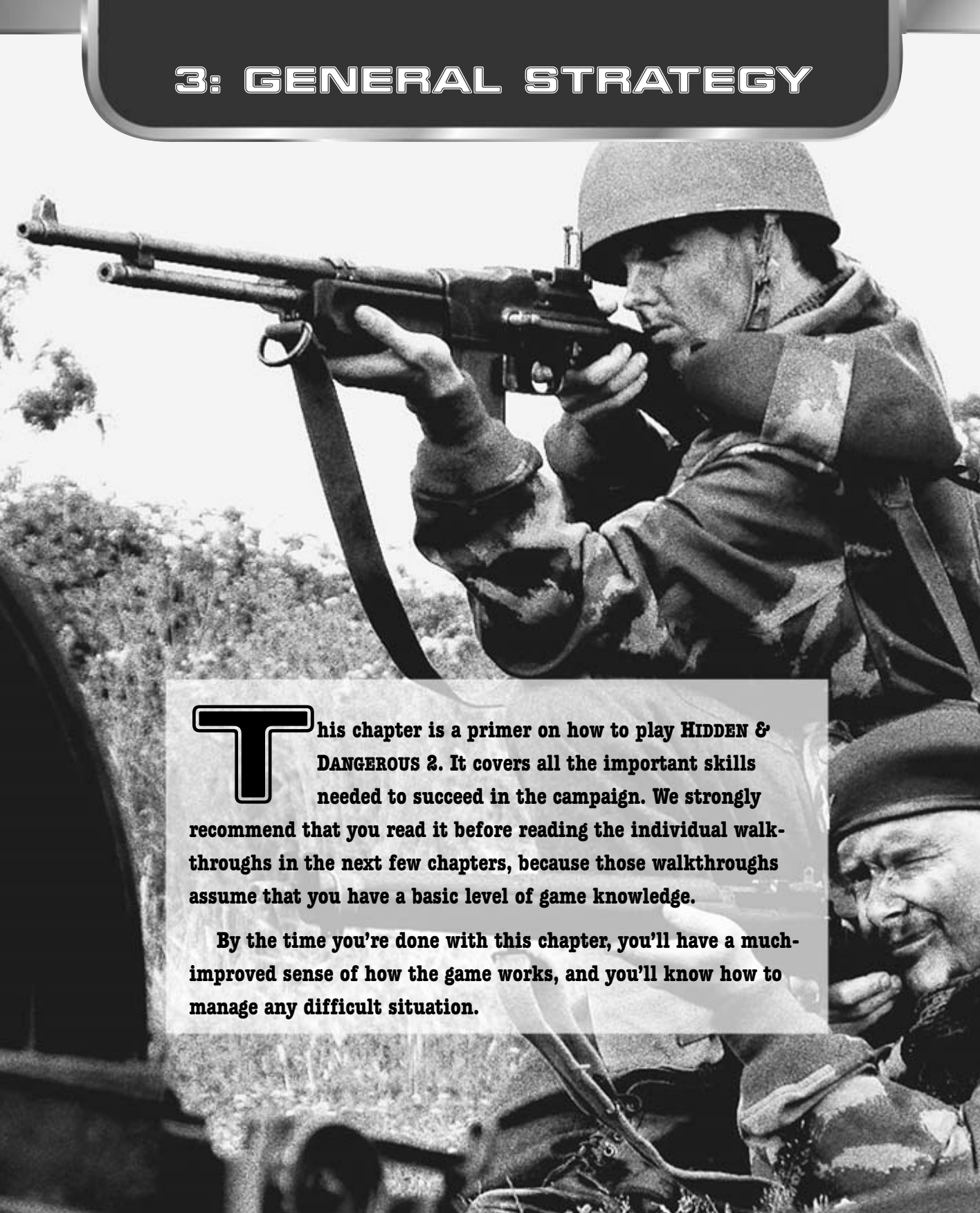
Max. Crew: 1



This is a small Russian-made fighter, capable of typical fighter duties.



### 3: GENERAL STRATEGY



**T**his chapter is a primer on how to play **HIDDEN & DANGEROUS 2**. It covers all the important skills needed to succeed in the campaign. We strongly recommend that you read it before reading the individual walkthroughs in the next few chapters, because those walkthroughs assume that you have a basic level of game knowledge.

By the time you're done with this chapter, you'll have a much-improved sense of how the game works, and you'll know how to manage any difficult situation.



## MANAGING YOUR TEAM

Managing four team members is a lot trickier than going solo. You have to keep track of everyone, make sure they have logical orders, and make sure that nobody's been left in an unnecessarily dangerous position.

You have a lot of flexibility in how you use your team; the following pages explore your options.

### LEADER/FOLLOWER MODE VS. TACTICAL MODE

There are two different modes used to control your team. Failing to understand this and not knowing how to effectively move between the two modes can lead to confusion.

In the first mode, which we'll call Leader/Follower Mode, you directly control one team member who serves as the leader. You issue commands to the rest of the team by pressing a key corresponding to the team member (or the key corresponding to the entire group), then selecting from a menu of options, which represent verbal commands or hand signals.

#### NOTE

By default, pressing **[O]** issues a Leader/Follower command to your entire squad.

In the second mode, called Tactical Mode, you don't control anyone directly. Instead, you view the action from over-head and "program" your soldiers with various commands.



## RECOGNIZING & SWITCHING COMMAND MODES

If your soldiers aren't responding to your commands, chances are good that they aren't in the correct mode.

If you've been controlling a soldier in Tactical Mode, but then you issue him an order in Leader/Follower Mode, he won't listen. Soldiers that have been issued commands in Tactical Mode will perform their orders until completion, and then they enter Guard mode.

In Guard mode, soldiers retain the posture and aggressiveness settings from their last Tactical Mode order, and do not listen to Leader/Follower Mode orders. The small boxes next to the soldier's portrait (on the bottom of the main game screen) display a shield icon when that soldier is in Guard Mode.

To make a soldier responsive to Leader/Follower commands once again, you must either take direct control of him for a moment or two, or issue the Back to Formation command from the Leader/ Follower command menu.



### NOTE

The fastest way to get the entire squad to listen to the leader again: Press **[0]** (initiates a group command), then **[8]** (selects a group of orders relating to Tactical Mode), then **[6]** (gives the Back to Formation command).

## ISSUING LEADER/FOLLOWER COMMANDS

To issue Leader/Follower orders, first press a key to specify who the order is for:

- [1]** to command the first team member
- [2]** to control the second team member
- [3]** to control the third team member
- [4]** to control the fourth team member
- [0]** to control the entire team at once



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Then, specify the Command Group, which specifies the topic of the command and the method you'll use to communicate it:

- ① to shout movement commands
- ② to shout attack commands
- ③ to shout situational commands
- ④ to quietly signal movement commands
- ⑤ to quietly signal attack commands
- ⑥ to quietly signal situational commands
- ⑦ to issue formation commands
- ⑧ to issue Tactical Mode-related commands
- ⑨ to call in support if it is available

Finally, select an appropriate command from the Command Group. This will involve a final press of the numeric keypad.

Shouted commands are heard and obeyed by soldiers within hearing range. A soldier is within hearing range if a small ear icon appears in his portrait window at the bottom of the screen.

Hand-signal commands are identical to shouted commands except they can only be issued to soldiers that have a direct line of sight with the leader (or soldiers that are within whispering distance of the leader).

## EXPLANATION OF LEADER/FOLLOWER COMMANDS

Here's a look at the actual Leader/Follower commands you may issue and their uses in the game.

### MOVEMENT COMMANDS (COMMAND GROUPS 1 AND 4)

The commands in Command Groups 1 and 4 are identical; the only difference is that Command Group 1 orders are shouted while Command Group 4 orders are given with hand signals.

**FOLLOW ME:** Soldiers follow in whatever formation you've selected. You'll issue this command often.

**ADVANCE:** Soldiers move straight ahead in whatever direction they're facing. Theoretically useful for making them engage enemies out of range, but crude and difficult to use effectively.

**MOVE THERE:** Soldiers move to wherever your crosshair is pointing. An effective way to position the team without resorting to Tactical Mode.



**FREEZE:** Soldiers stop and hold their current posture. Useful if everyone is just where you want them.

**HOLD POSITION:** Soldiers assume defensive positions in their general area. Useful if you want support from your team, without micromanaging them.

**TAKE COVER:** Instructs soldiers to hide. If the fighting is intense, however, you might want to position them with Tactical Mode instead.

### ATTACK COMMANDS (COMMAND GROUPS 2 AND 5)

As with movement commands, there's one Command Group for shouted attack orders (Group 2), and another for visual attack signals (Group 5). The orders are:

**FIRE AT WILL:** Soldiers attack enemies when they have visual contact or are fired upon. The best setting when you want soldiers to guard something or to hold their own while you're elsewhere.

**HOLD YOUR FIRE:** Soldiers will not fire under any circumstances. Useful if you're trying to hide or get through an area without being noticed.

**WAIT FOR ME TO FIRE:** Soldiers only fire after you fire the first shot. Ideal for getting the team to wait until you're in position for the ambush. Note that team members revert to Fire at Will mode after you fire your weapon, so you must re-issue this command before each ambush.

**COVER FIRE:** Soldiers fire at random to get the enemy to duck for cover. Only use this when you need to cross an exposed area, and there's no other way. Otherwise, it's a serious waste of ammo, and it won't eliminate your foes.

**THROW GRENADE:** Soldiers throw grenades. Useful for destroying vehicles and clusters of enemies—but can be dangerous if the commanded soldier has an obstructed view of the target.

**USE RPG:** Soldiers fire rocket launchers, if they possess any. Best used against vehicles. Firing a rocket is such an important event, though, that you may want to switch to that soldier and handle it yourself.







## **ACTION COMMANDS [COMMAND GROUPS 3 AND 6]**

Action commands can be shouted (Group 3) or hand-signaled (Group 6). The exact commands available depend on what your crosshairs are pointed at. For example, when targeting a corpse, you can order a teammate to pick it up and carry it. Targeting a door, you can order a teammate to open it.



## **FORMATION COMMANDS [COMMAND GROUP 7]**

Formation commands determine the formation your teammates assume when following you. These include:

**V FORMATION:** In this default formation, your men fan out behind you in a V shape. This is a good general purpose formation.

**LINE FORMATION:** Soldiers stand on either side of you, forming a straight line. This command is great when you want everyone to participate in a fight, and when you're sure there aren't enemies to your side or rear.

**COLUMN FORMATION:** Soldiers form a single-file column with you at the head. This is best if you're walking through a dangerous area and want to keep your men from wandering too far to either side.

**TIGHTEN FORMATION:** Soldiers retain their current formation but stick closer together. Useful for keeping your men from getting isolated or ambushed.

**WIDEN FORMATION:** Soldiers retain their current formation but stay farther apart.



## **TACTICAL MODE COMMANDS [COMMAND GROUP 8]**

Though these commands are issued in Leader/Follower Mode, they modify instructions that you gave earlier, when you were in Tactical Mode. They include:

**SIGNAL 1:** If you assigned a Wait for Signal 1 order in Tactical Mode, you can issue this command to trigger any subsequent commands that you queued up.

**SIGNAL 2:** See Signal 1 description.

**HOLD:** Soldiers stop performing tasks you assigned them in Tactical Mode and stand still until you issue another command.

**CONTINUE:** If you previously issued a Hold command, this order causes soldiers to resume their Tactical Mode activities.

**CANCEL ORDERS:** All orders assigned to soldiers in Tactical Mode are canceled. Soldiers halt at their current location.

**BACK TO FORMATION:** This command cancels all Tactical Mode orders, gets soldiers back into formation, and forces them back into Leader/Follower Mode. This is a crucial order that you'll use often—specifically, whenever you're done with Tactical Mode and want to get everyone back into Leader/Follower Mode.

## **SUPPORT COMMANDS [COMMAND GROUP 9]**

Support commands allow you to call for outside help in the form of air strikes or artillery barrages. Unfortunately, these commands are only available in missions where these resources are provided.

**CALL AIR STRIKE:** Calls an air strike on your enemies. Only available in select missions.

**CALL ARTILLERY:** Calls an artillery barrage at the spot indicated by your crosshairs. Only available in select missions.



## USING TACTICAL MODE

Tactical Mode is entered by pressing **[Spacebar]**. Once in Tactical Mode, you can give orders to all four team members.

You can move and rotate your viewpoint with the arrow keys and numeric keypad.

Boxes appear around various people and items:

- BLUE BOX shows the currently selected team member.
- GREEN BOX is the soldier you'll control when you exit Tactical Mode.
- WHITE BOX is a person or item you can interact with.
- RED BOX is a live enemy with a line of sight to your selected team member.
- BLACK BOX is a dead enemy.



To assign a waypoint to a soldier (i.e., to make him move somewhere), select him (make sure he has a blue box around him), and then right-click where you want him to go. You can queue up multiple waypoints, creating a complex series of orders.

Icons representing the selected soldier's orders appear on the right side of the screen. You can right-click on individual orders to cancel them.

Before assigning a waypoint, you can click on various icons to affect the soldier's speed, posture, and aggressiveness while he proceeds to that waypoint. For example, you can make him lie on his belly and crawl to the waypoint, maintaining an Aggressive mindset so he fires at enemies he happens to see.

### NOTE

**You cannot change a soldier's mindset, posture, or speed without assigning a waypoint. Clicking on these icons but failing to assign a waypoint results in... nothing. If you want to change your soldier's mindset or posture without really moving him, edit his order by clicking on the flag that was placed when the original order was given, or on the icon in the top right of his screen.**

The three mindsets you may assign in Tactical Mode are Aggressive (fire at will), Defensive (fire when fired upon) and Passive (never fire). The posture and speed settings are identical to the settings in Leader/Follower Mode.

You can toggle real time on and off with a button. This allows you to freeze and resume the action quickly, watching to see if your men are following orders as expected.

It's possible to assign complicated chains of actions: For example, run to one spot with an Aggressive mindset, then crawl under a fence with a Passive mindset, then wait for a Signal 1 (which is later issued from the Leader/Follower command menu), then crouch-run to a truck and get inside. This can be fun, but you can usually get the same effect by staying in Tactical Mode and continuously issuing new orders, or by using Leader/Follower Mode. Don't worry, therefore, if you don't feel like assigning complex "programs" to each soldier.

### POSTURE TIPS

When you're in Leader/Follower Mode, your team mimics the posture of the leader. In Tactical Mode, you select the desired posture from a row of icons before assigning a waypoint. The soldier then uses the selected posture as he moves to the destination, and keeps it until given new orders.

Here are a few suggestions on how to position your team members in typical game situations.

#### STANDING

Your team should stand whenever the enemy isn't around. This will keep them on their toes, ready to react to enemy movement.

Standing up is also ideal if you need to move very quickly—say, you want to run through a door in close-range combat.

Never stand up when fighting at mid to long range, unless you're partially protected by a large piece of cover. Standing up and shooting out a small window, for example, is acceptable; standing up while sniping across an open field is not.

Whenever your team is running along in an upright position, be prepared to drop to a crouch or a crawl at all times. You should usually do this as soon as you catch a glimpse of the enemy.

#### CROUCHING

Crouching provides a good mix of mobility and low profile. Still, it's not ideal for every situation.





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Crouching is the ideal posture for short-range combat amidst cover, and for indoor combat. It provides just enough of a low profile that a bullet or two might miss you, but it won't interfere too much with your speed or your ability to turn from side to side.

Unless you have substantial cover, it's recommended that you NOT crouch when fighting at mid to long range across an open space. Crouching provides some protection, but not enough. Enemy soldiers are good shots, and they'll eventually get you even if you crouch.

Crouching is also a good in-between posture. For example, let's say your team is running through tall grass when you spot the enemy. You could immediately drop prone, but you want to get a little closer and still see what's going on. Crouching will allow you to see a little of what's up ahead, while still keeping you mostly hidden. Later, when you're even closer to the enemy, you might choose to drop prone.

### LYING PRONE

Lying prone is absolutely the best posture for fighting across an open space at mid to long range. The enemy will tear you to shreds if you maintain any other posture for long.

Lying prone is particularly effective if you're on the same level or slightly higher than your enemy. (If you're lower than your opponents, they'll be able to see and shoot your legs and back, so lying down doesn't help much.)

You should not lie prone in close-range combat unless you have team members guarding your flanks. Lying prone prevents you from quickly turning from side to side, and it also makes it tough to aim at the vital head and upper torso of an enemy standing a few feet away. (Your natural aim will be at their legs and feet!) Therefore, in most cases you'll only want to maintain a crouching posture in close-range combat featuring heavy cover.



## MOVEMENT SPEED TIPS

Here are the pros and cons of each possible movement speed.

### SILENT MOVEMENT

This is the quietest mode, which should be used when you're trying to approach an enemy with absolute stealth. It's very slow, though, so only use it when you're close to the enemy.

You regain Stamina at a fast rate while moving silently.

### WALK

Walking speed provides a good mix of speed and silence. Only close-up enemies will hear you walking.

Another benefit: You can maintain a view through your weapon's scope while walking. This allows you to advance into unknown territory with a magnified view of what's up ahead.

You regain Stamina slowly while walking.



### RUN

Running is loud, but it gets you to your destination quickly. Run whenever you aren't afraid of making noise—for example, when you're sure there are no enemies in the vicinity.

You cannot maintain a view through a weapon scope while running.

Running slowly drains Stamina, but you can keep running even when Stamina is fully depleted. Your soldier simply makes a lot of noise (heavy breathing) and is less accurate with his weapon until his Stamina is regained.

### SPRINT

Sprinting is the fastest way of getting around and is best used when you need to get somewhere but are exposed to enemy fire.

Sprinting drains Stamina very quickly. When Stamina reaches zero, your soldier drops down to a normal run.

## GOING SOLO VS. BRINGING THE TEAM

Most of the time you'll want to bring the whole team along for support, even when you plan to snipe at the enemy. They can protect your sniper from enemies that rush out to deal with him.

A good technique is to place the sniper in a spot where he can see the enemy but conceal the rest of the team somewhere nearby, where they can see anyone that gets too close.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Optionally, you could have EVERYONE shoot at the enemy, but teammates with shorter-range weapons wouldn't be much good, and everyone would be exposed to return fire.

In situations where you don't expect any short-range combat whatsoever or where you don't expect to find enough cover for the entire team, it's perfectly fine to leave most of the team behind and go ahead on a sniping run.

## STEALTH TIPS

Each team member has a small portrait panel at the bottom of the main game screen. A number at the very bottom of each panel represents the distance (in meters) at which an enemy will see him. The number constantly changes, based on factors including:

- Light Level (More light makes you more visible.)
- Posture (Upright is noisier and more visible.)
- Movement Speed (Faster is more visible.)
- Activity (Firing weapons makes you very obvious.)



Regardless of what the stealth number says, enemies can't see your soldier if they don't have a direct line of sight. So, for example, if your soldier's stealth number is 40 yards, and there's an enemy behind a brick wall at 10 yards, your soldier still won't be seen; the wall blocks the enemy's view. (The enemy might hear a noise, however, and decide to investigate.)

Sound is another matter entirely. Your soldier's Stealth rating, modified by current Stamina, determines how much sound you make. The game periodically calculates whether your soldier produces "loud steps," based on Stealth and current Stamina ratings. Loud steps will attract enemies' attention within a short radius, regardless of whether or not they have a line of sight to your soldier.

## USING STEALTH

Stealth alone won't get you through most missions. It's very tough to avoid being seen by EVERYONE. You can, however, use a disguise—more on that in a minute.

The main use of stealth is to sneak up on enemies and get the drop on them. This results in quick kills and minimal return fire. Even when enemies are suspicious and sneaking around, a truly stealthy character can often surprise them.



## OTHER WAYS TO KEEP STEALTHY

If you're committed to stealth, you should not only keep quiet, but also carry silenced weapons (Sten Gun Mark II with silencer, or De Lisle Commando Carbine). Firing a non-silenced weapon will alert guards in the area and make them much harder to surprise.

Plan out your movement in terms of dark and light areas; stick to the dark as much as possible, and move quickly to cross bright spots. This is particularly important outdoors, where you can often be seen for a hundred meters or more while standing in direct sunlight.

## HOW MUCH STEALTH IS ENOUGH?

Figure out how far you want to take the stealth approach in every situation. For example, one method is to combine stealth with standard combat; in this case you're just keeping quiet to minimize the number of enemies you encounter at once. This lets you take the bad guys down in ones or twos, rather than causing a racket and having them all pour out at once.

On the other hand, you can go for total stealth and kill as few enemies as possible in a given area. In this case you'll avoid guards at all costs, noting their patrol patterns and working quickly to avoid getting surprised. If you ARE forced to take someone down, drag the body to a dark, out-of-the-way place so it won't be discovered.

### NOTE

Generally speaking, it's much easier to use the hybrid approach (i.e., be stealthy but also kill the enemy) than to pursue a full stealth strategy. But a full stealth strategy can be more rewarding, and in some cases lets you accomplish secondary mission goals.



## **DISGUISES**

If you're serious about stealth, you'll want to get a disguise. It's tough to actually obtain the disguise, but once you have it, you don't have to sneak anymore. Instead, you just have to avoid staying in an enemy's field of view for too long.

### **GETTING A DISGUISE**

A disguise is any enemy uniform. This includes scientists' lab coats and enemy workers' dungarees.

You can't just take uniforms from dead enemies; those uniforms are bloody and ruined. Instead, you need to get an enemy to surrender.

As discussed in chapter 1, enemies all have Morale ratings. Some, like SS troopers and Japanese soldiers, will never surrender. Others, like scientists and most Italian troops, are more likely to have a morale breakdown.

Morale breakdowns are more likely to happen if the enemy is unarmed (or loses his weapon), gets shot, sees corpses, or sees you gun down lots of his comrades.

When an enemy has a morale breakdown, he might just curl up into a ball; in this case, just ignore him. He's not good for anything, but he isn't a threat anymore, either.

Another possibility: The enemy drops his weapon, holds up his hands, and surrenders. This is what you want.

When an enemy surrenders, approach him and use the action key to subdue him and tie him up. When he's tied up, he will remain at his present location, making no noise. He's no longer a threat, so you don't have to kill him.

You can access the inventory of a tied-up enemy, just as you'd search the inventory of a dead enemy. Do this, and take his uniform.





## MAKING SURE THE DISGUISE WORKS

For a disguise to work:

- You must be wearing an enemy uniform.
- You cannot be wearing any Allied accessories (helmets, hats, backpacks).
- You cannot hold an Allied weapon except a knife.

In other words, you need to put on the enemy uniform and then drop your helmet, weapon, and backpack. Grab an enemy weapon or just carry your knife.

Stuff any important gear into your satchel or locate an enemy backpack. Leave the rest behind.

You can also put on enemy hats or eyeglasses, but this is not necessary for the disguise to work. An enemy helmet is useful, however, as it lets you have the protection of a helmet while maintaining your disguise.

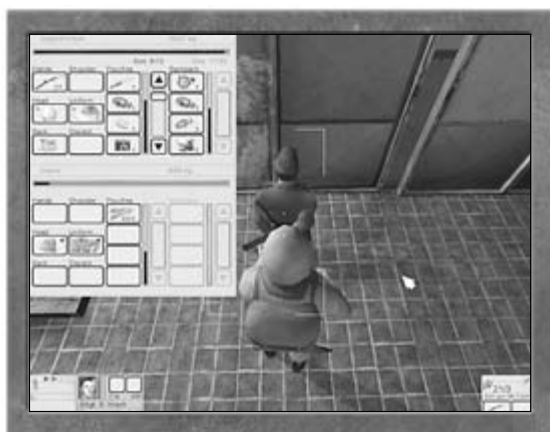
You'll know your disguise is working when the third bar to the right of your soldier's picture (the one to the right of his Health and Stamina bars) turns green. If this "disguise bar" is clear, your disguise still needs some work.

## USING YOUR DISGUISE

Your disguise bar (the bar to the right of your Stamina) slowly decreases whenever you're in view of an enemy. It decreases even faster if you're in view of two or more enemies, so avoid this as much as possible.

The disguise bar slowly regenerates whenever no enemy can see you.

If an enemy sees you while your disguise bar is zero, your cover is blown. Time to start fighting!





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Taking a picture, laying explosives, or silently killing someone drops your disguise bar to zero. Therefore, you want to do these things only WHEN NOBODY CAN SEE YOU. Then, wait until your disguise bar has regenerated before moving along.

### NOTE

**An enemy's field of view is limited to what's in front of him. If you stand behind a scientist's back, for example, you can take a picture and he won't notice—as long as he doesn't happen to turn around.**



Although you can act suspiciously in your disguise, actions such as running away, ducking around corners, or standing right behind someone's back to avoid his field of view should be attempted cautiously. Be prepared in case someone decides to suddenly turn around.

## STEALTHY KILLS



Stabbing an enemy with your knife is usually a bad idea, UNLESS you happen to get right behind him when he's not looking for you. Crouch and look up at the victim's head, and press the attack button. Your soldier will perform a "stealth kill," dispatching the enemy silently and efficiently.

We recommend that you only perform stealth kills when disguised; you can get right into the proper position without fear of being noticed.

You can also perform stealth kills on enemies that are occupied (e.g., fixing a fuse box or manning a gun turret), but it's easier to just kill these enemies with a silenced weapon.

The bottom line: stealth kills are the preferred way of dispatching enemies IF you're disguised. Otherwise, they're pretty tough to perform.

# LONG-RANGE COMBAT [SNIPING]

You'll want to fight at long range whenever possible. This means taking along a rifle with optics and giving it to one of your best shooters. You might even want to have two snipers in your team.

The enemy rarely possesses rifles with optics, so you'll be at a major advantage if you initiate combat from extreme range.

Here are a few tips for getting the most out of your sniping.

## POSITION THE SNIPER

Unless it prevents a clean shot, always have your sniper lie prone before shooting. This minimizes the enemy's ability to effectively return fire.

If you have partial cover that protects your sniper's body, you may stand or crouch instead.

If there are multiple enemies, use cover to block their view of your sniper. For example, when shooting at a group of three soldiers, you might position your sniper behind a rock, thereby blocking your view of two soldiers (and their view of you). After shooting the visible one, wiggle around until you can see another one. And so on.

If you're dealing with a large group of enemies, a good tactic is to fire until you're out of bullets, and then crawl back into a completely protected area before reloading. Then slowly inch forward again when you're ready to shoot some more. Repeat this until all targets are down.





## **POSITION THE TEAM**

It's important to position not only your sniper, but also the rest of the team.

There are three main techniques for positioning the team.

### **GO IT ALONE**

The simplest technique is to leave the team behind and move ahead with only the sniper. This is best when you'll be facing lone enemies or small groups of enemies at long range, or when you don't want the hassle of making sure everyone's properly positioned.



### **STAY CLOSE**

The next technique is to arrange the team in such a way as to keep the sniper from being overwhelmed.

The most common way of doing this is to position the team next to the sniper, lying prone, and facing the enemy. They should have a Fire at Will or Wait for Me to Fire order.

When the sniper opens fire, the enemy will naturally return fire. Having your team positioned to fire back helps keep the enemy pinned down. Your non-snipers won't be terribly accurate at long range if they don't have suitable weapons, but they'll sometimes get in a lucky shot.

Also, if several enemies decide to charge in to closer range, your teammates will have an easy time gunning them down. The sniper alone would have difficulty picking them all off before they got dangerously close.

### **PROVIDE ANOTHER ARC OF FIRE**

This last method requires some forethought. The idea is to separate the sniper from the team, and create a situation where you can create crossfire.

For example, let's say you position your team in an alley between two buildings; a nearby ladder leads up to a rooftop. You position your team so that they can cover both directions and instruct them to Fire at Will. Then the sniper crawls up onto the roof and takes a shot or two at enemies in various spots. The surviving enemies will naturally converge on the alley and try to climb up the ladder, but your teammates will be in good position to mow them down.

Another example: You need to clear out a series of extensive underground bunkers. You send two men with short-range weapons over to the bunkers, open up a trapdoor, and move them inside to clear it out. However, all the commotion causes soldiers from nearby bunkers to come out and look around. If your men crawl back up the ladder and out the trapdoor, they'll be surrounded by enemies and shot instantly.

In this case, it's useful to have the men in the bunker sit tight and switch to a sniper positioned some distance away. The sniper can pick off the enemy soldiers guarding the trapdoor, and then your men can get back out.

# SHORT-RANGE COMBAT

Short-range combat often requires more care than sniping, because the enemy is always deadly at close range. Make just one mistake, and the result is usually a dead team member. The key is to think through your moves before you make them and avoid putting your men in awkward positions.

The following tips will help you approach short-range combat the right way.

## SET AMBUSHES

Whenever facing potential close-range combat, a common tactic is to position three team members so that they're guarding the main approaches to your position. Then take control of the fourth team member and slowly hunt for targets.

If there are only a few enemies in the area, you might be able to finish them all off with the man directly under your control. If there are more, however, they'll usually start moving around when the shooting starts. Your teammates will likely spot them, and gun them down without risking themselves too much.

## CLEAR INDOOR AREAS

The key when fighting indoors is to keep track of your surroundings. The worst situations are those in which the enemy might come through any number of doors or hallways—but even in these situations, there are a number of tricks you can use to tip the odds in your favor.

## MOVE WITH STEALTH

Sending your stealthiest team members ahead and leaving the not-so-stealthy ones behind reduces the chances that you'll cause enough noise to make your enemies investigate. Stationary enemies are always easier to handle than patrolling enemies, so you'll want to keep noises to a minimum.

When moving stealthily, it's important not only to move slowly, but also to use silenced weapons, and to gun down enemies before they can return fire (with their NON-silenced weapons).





## **USE THIRD-PERSON PERSPECTIVE**

You can freely switch back and forth between first-person and third-person points of view. The third-person point of view is always superior for close-range fighting because the camera is positioned behind your soldier. This gives you a better angle on the action and allows you to see things that the soldier couldn't actually see from his own viewpoint.

For example, if you walk up to a corner, stop and then swivel the camera view, you can effectively look around the corner and see anyone hiding there. This is a big advantage that you should not overlook.



## **LEAN AND PEEK**

If the third-person perspective doesn't allow you to see as much as you'd like, combine it with your ability to lean around corners. Often, leaning will reveal a hidden enemy and allow you to finish him off with a single clean shot.

## **SHOOT, THEN DASH**

Let's say you're fighting in a city environment filled with small shops, alleys, and rooftop vantage points. It's very tough to know where the enemy is, but you can bet there are lots of them hidden in various places.

You creep around with a lone team member, looking for soldiers. While leaning to peer inside the front door of a shop, you see one—and quickly gun him down. Now you've made some noise, and who knows where his friends will suddenly appear?

A good technique: Dash inside the shop, then hunker down in more or less the same spot where your recent victim was hiding. If other enemies are alerted by the noise and start prowling around, they'll probably pass in front of the shop's front door, giving you a nice clean shot at them. This is much better than remaining outside the shop and furiously spinning around, wondering exactly where your foes will materialize.



### BAIT OR DETONATE

Let's say you're looking down a hallway, and there are two open doors in front of you—one to the left and one to the right, directly across from one another.

This is a bad situation. If there are enemies behind both doors (and you must assume that there are), you can't look through one door without presenting your back to the other one.

You have a few choices here. You could pick a door and sneak through it, gunning down anyone in the room beyond, and hoping that the guards on the other side of the hall won't react quickly enough to shoot you in the back. This can be effective or ineffective, depending on how stealthy your character is and what the enemies in each room are doing.

Another option, which we tend to prefer, is to make a lot of noise (shoot or run a few steps) while a couple of team members watch the hall. If an enemy comes through either door to investigate, you or your team members can easily gun them down.

If you want to take this method to the next level, throw a grenade through one of the doors. Enemies beyond that door will likely be killed, and those on the other side will come out to investigate—at which time you can mow them down.

### UNDERSTANDING WEAPONS, DAMAGE, AND HIT LOCATIONS

Here are a few rules of thumb that will help you understand how guns and bullet wounds work in *HIDDEN & DANGEROUS 2*.

### SHOOTING SKILL AND WEAPON CHARACTERISTICS

A number of factors play into your team's shooting accuracy. Exactly which factors depends on whether you're directly controlling the team member or letting the computer handle him for you.

When you're controlling a soldier, that soldier's Shooting skill affects the amount of weapon recoil. This makes aiming a bit harder, but as you get used to each weapon and character, you get somewhat used to the recoil.

For computer-controlled characters, Shooting skill actually determines how straight they shoot. A character with low skill is more likely to aim incorrectly and miss more often as a result.





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The other factor is weapon accuracy, and this factor affects human-controlled and computer-controlled teammates equally. Each weapon has a “cone of fire” that expands with distance. This means you can aim right at a target and still miss, because the bullet could go ANYWHERE within that invisible cone of fire.

All weapons have somewhat different cones of fire, but the rule of thumb is: The longer the gun barrel, the tighter the cone of fire. Rifles have long barrels and thus are very accurate at long range. Submachine guns and machine guns have shorter barrels, and thus are less accurate. Pistols have very short barrels and will spray bullets all over the place. That's why they're best saved for close-range combat.

### HIT LOCATIONS

Each weapon's bullets deal a certain amount of damage. The exact amount of damage is based on the weapon's muzzle velocity and on the caliber of its bullet. This “base” damage is modified by what part of the soldier's body you hit, as follows:

#### HIT LOCATION DAMAGE MODIFIERS

<u>BODY PART</u>	<u>DAMAGE MODIFIER</u>
Head	500%
Torso	100%
Leg/Foot	33%
Arm/Hand	20%

As you can see, head shots deal five times the damage of body shots, while leg shots deal one-third normal damage, and arm and hand shots only deal one-fifth normal damage.

Head shots that aren't blocked by a helmet are always lethal. Torso shots are almost always lethal if you're using a high-caliber or high-velocity weapon.

Two important points, however:

- If an enemy is shot in the helmet, there's a 70 percent chance the helmet will absorb most of the damage. In that case, the helmet is ruined, but the soldier only takes 20 percent damage (instead of 500 percent). As a result, he almost always survives.
- Soldiers shot in the weapon hand have a 5 percent chance to drop their weapon.

The moral here is to aim for the head if it's feasible, or else aim for the body. Try to avoid shooting arms and legs, unless that's your only shot.



## GAME DIFFICULTY AND WEAPON DAMAGE

The main thing that changes when you adjust game difficulty is how much damage your men take from bullets.

The following table illustrates how much damage your team members take:

### DAMAGE MODIFIERS (BASED ON DIFFICULTY LEVEL)

DIFFICULTY LEVEL	DAMAGE PERCENT
Easy	60%
Normal	80%
Hard	100%
Very Hard	120%

As you can see, at Hard difficulty, your soldiers take full damage. Lower levels cause them to take reduced damage, while the Very Hard level makes enemy shots extra-lethal.

The net result: You have less margin for error as the difficulty level increases.

## GENERAL COMBAT TIPS

The following topics are a mixed bag; they're simply tips and guidelines for staying alive in a mission.

### MOVE SLOW AND STAY LOW

The slower your troops move, the less noise they make. Moving slowly is usually a good idea, unless you plan to deliberately make noise and lure enemies out of their lairs. The only limit is your patience; moving slowly can make even simple tasks take a long time.

When fighting at mid to long range, always lie prone if possible. Your enemies can hit you easily when you're standing, and fairly easily when you're crouching. Only a prone position gives you a reasonable chance of not getting hit.





## **USE TACTICAL MODE IN TOUGH SITUATIONS**

Switch to Tactical Mode when you're dealing with enemies in several directions or other sticky situations.

Tactical Mode's main advantages are that you can pause and resume the action at will and that you can order all soldiers simultaneously. These advantages are most beneficial when you've got a lot to keep track of.

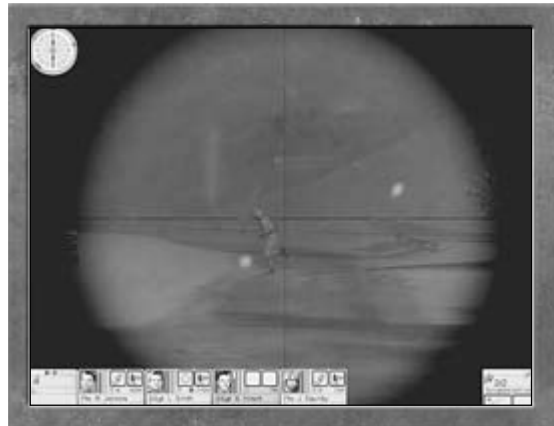
## **TACTICAL MODE AS A LOCATING DEVICE**

Your teammates will call out whenever they see an enemy. Just because one team member sees him doesn't mean YOU do, though.

If this happens, and you aren't sure where the bad guy is, immediately switch to Tactical Mode and select the soldier that reported the sighting. Now look for the enemy, who will be easy to find—he's highlighted by a red rectangle. Since time is stopped by default while you're in Tactical Mode, this is an excellent way of getting a precise sense of where your opponent is and responding appropriately.

## **USE OPTICS AND BINOCULARS**

A common outdoors tactic is to walk with a sniper scope or binoculars constantly pressed to your face. Sweep your view back and forth as you walk. This technique often lets you spot enemies long before they spot you.



## **USE FOUND EQUIPMENT**

You'll usually want to keep the gear you started the mission with, but if you get low on ammo or discover that new objectives have rendered your current weapons less useful, you might want to loot fallen enemies.

Karabiner 98K rifles are good mid-to-long range weapons, and are very plentiful amongst German troops. MP40 machine guns make good short-range weapons, and are great in close quarters.

Most enemies don't have weapons with optics, but a few do. If you find one of these, you can turn a second or third team member into a sniper.

## **USE EMPLACED GUNS**

You can often use the enemy's emplaced guns against them. Make sure the rest of your team can guard the gunner's back, though; emplaced weapons tend to have a fairly limited arc, and leave the gunner vulnerable from behind.

Emplaced guns are particularly good for destroying vehicles or mowing down large groups of soldiers.



## 4: OPERATION SNOWBALL



**Operation Snowball** encompasses the first set of missions in the single-player campaign. You might expect these first few missions to be a cakewalk, but make no mistake—one false move can result in lost team members or mission failure. You'll need to take the same care in these missions as in all subsequent operations.

This operation starts off in the Lofots Islands, just off the coast of Norway. Intelligence reports indicate construction at a German-controlled factory. While this factory may simply be part of an oil refinery, the local resistance fighters have suggested that it's a front for something else. Your main task will be to investigate this facility.

## OPERATION SNOWBALL, MISSION 1: FIRST STRIKE

This first mission requires your team to make contact with a local guide, follow the guide to the German factory, and search the factory for the entrance to the secret underground facility. You'll also need to kill a number of guards patrolling the vicinity of the factory.

When the entrance is located and all other objectives are accomplished, you must gather the team at the entrance.

Finally, you'll gain extra accolades if you keep the whole team alive, and if you locate and destroy a German truck that's packed full of explosives.

In summary:

- Locate and follow the guide (Primary Objective).
- Neutralize the guards in and around the factory (Primary Objective).
- Locate the entrance to the secret underground facility (Primary Objective).
- Gather the team at the entrance to the secret facility (Primary Objective, appears during mission).
- Destroy the explosives-filled truck (Hidden Secondary Objective).
- Keep all team members alive (Hidden Secondary Objective).

## RECOMMENDED SOLDIERS AND GEAR

As discussed in chapter 3, our standard formula for selecting soldiers and gear is:

1. Either select a favorite team, or let the game auto-select one and then swap in any favorites.
2. Let the game auto-select your equipment.
3. Tweak the equipment according to this section of the mission walkthrough (and your personal preferences).

Automatic selection in this mission results in a team wearing appropriate arctic uniforms and helmets and carrying an assortment of guns. One member will have a wire cutter, and another will have a camera. (Both items are necessary for this operation.)

Most of this gear is appropriate and should be left as is, but we recommend a few substitutions. Give your sniper a Springfield rifle with optics; the scope is crucial for long-range gunnery. One team member will probably have a Bren gun. Let him keep it; this weapon is very useful for providing covering fire and for short- to mid-range fighting. Another team member will likely have a Sten Gun Mark II. We recommend replacing it with the SILENCED version of the Sten gun, as this weapon's speed and silence will come in handy in a later mission.



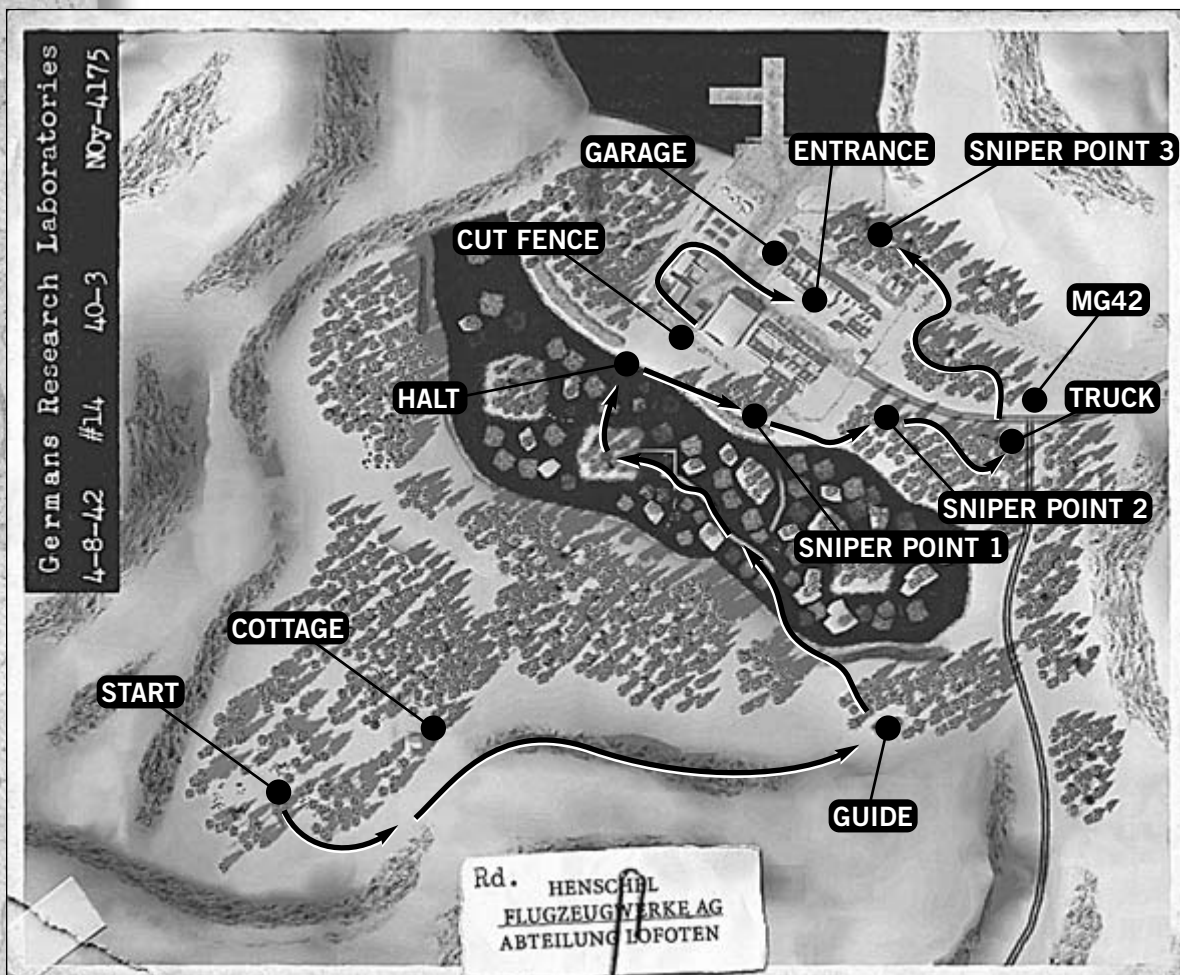
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The last team member should have a De Lisle Commando Carbine, which is another quiet weapon.

### NOTE

- At least one of your team members should be quite stealthy, with good Health. This isn't important for the current mission, but it is useful for the subsequent mission, which uses the same team.

## MISSION WALKTHROUGH



## CHAPTER 4: OPERATION SNOWBALL

Your team is dropped at the starting point indicated on the map. Take control of any team member, and order the rest of the team to silently follow him (0 on the numeric keypad is the default key for giving orders to the entire team). Order the men into a Column formation, as this will keep them from straying too far from the leader.

Now, follow the path indicated on your map, moving toward the point marked "Guide." You may walk at normal speed, but slow down to stealthy movement as you approach the cottage. Notice a pair of guards that moves northeast from the cottage, as your team approaches. Let them pass.



### NOTE

There are several guards in this wooded area: One in the cottage, the pair you just saw, and a couple more near a campfire. While you may attack them if you desire, this walkthrough assumes that you do not.

If you attack these enemies before you reach the guide, and you make a lot of noise, the guide will take you along the road to the factory's main gate instead of leading you through the swamp. Feel free to try this method later, after beating the mission our way.



If you follow the ridgeline as indicated on the map, you'll reach the spot marked Guide with no resistance. The guide (named Sygurd) waves at your group as you approach; be sure not to shoot him, or the mission will fail.

Halt, and listen to Sygurd. He tells you that he's located the downed Allied pilot and hidden him nearby. You will collect the pilot later, when you're done with the current mission.

Sygurd now sets off through the swamp. Make sure your men are still in Column formation, and then follow Sygurd at a normal walking pace.







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### NOTE

Follow Sygurd's footsteps as closely as possible. There are a couple of spots where your men can fall into hidden sinkholes and die, so it's imperative not to stray.

Eventually Sygurd reaches the spot marked "Halt," at the edge of the swamp overlooking the factory. Have your entire team lie down here, and wait as Sygurd leaves your team and disappears back into the swamp. This is a good time to save the game.

### NOTE

If you like causing trouble, it's amusing to follow Sygurd back into the swamp. The results are disastrous, so be sure not to do this unless you have saved the game first.

Issue a Hold Your Fire order, and then get your whole team to crawl up onto the ridge where they have a view of the factory. You can either use the Tactical Map to do this, or simply take control of one team member and order the rest into a Line formation while you crawl onto the ridge. In this case, the rest will follow.

Regardless of how you do get there, when everyone's in position switch to the soldier with the Springfield rifle. Locate all visible enemies (remember, you can switch to Tactical Map view and see all visible enemies highlighted by a red outline). Then give a Fire at Will order to the other three team members and start firing the rifle, using the scope for precision.

### NOTE

You'll have to gun down any guards (and their dogs) patrolling outside the fence, and a couple more guards patrolling inside the walls. Watch for an enemy on a low rooftop, also.



There are guards patrolling the perimeter of the factory, outside the gates. A few are also inside.



### NOTE

If you have difficulty with this initial attack, try again—and this time position your men a bit more carefully. Be sure everyone has a good view of both the factory grounds and the path outside the chain-link fence, where the guards like to walk.



## CHAPTER 4: OPERATION SNOWBALL

Wait here for a minute or two. There are likely to be a few stray attackers, which will be automatically spotted (and perhaps killed) by your team.

When all has been quiet for some time, take control of the sniper and order the rest of the team to follow. Start moving along the fence, toward the spot marked “Sniper Point 1.” Move slowly and stick to the shadows, watching for guards.



In the vicinity of Sniper Point 1, have the team drop prone. Gun down any patrolling guards and dogs along the fence and near the factory’s front gate. Be aware of the small gatehouse next to the front gate; soldiers are likely to run through the door, presenting an easy target for your sniper.

Also, be sure to snipe the machine gunner in the elevated guard tower, on the south side of the main gate.

Take your time here. When all’s clear, move slowly to “Sniper Point 2.”

At Sniper Point 2, gun any soldiers remaining near the front gate. Also, watch for soldiers emerging from deep inside the compound and for soldiers along the road leading east.

When all’s clear here, move the team slowly east toward the spot marked “Truck.”

Here, three German soldiers are trying to dislodge an explosives-filled truck that’s stuck in the mud. Open fire from a distance, lying prone so you can shoot under the trees.



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When the soldiers are down, send someone ahead to the MG42 machine gun marked on the map, just north of the truck. Use the MG42 to pump the truck full of lead and destroy it. This completes a secondary objective.

Return to the compound and creep along to "Sniper Point 3," watching for more perimeter guards along the way.

You'll find a few more targets near Sniper Point 3. Some are to the north, beyond the chain-link fence that protects the docks. Others may be in the guardhouse near the factory's north gate. Move slowly, sticking to the shadows, and lie prone as much as possible.

When you've done a thorough tour of the area near Sniper Point 3, have the team backtrack all the way around the factory to the spot marked "Cut Fence." At the spot marked Cut Fence, have the team member with the wire cutters make a hole in the fence. Send everyone through.

Advance slowly along the path drawn on the map, leading into the factory compound. This is a winding path, but it allows you to ambush any soldiers remaining in the northern section of the factory compound.



At some point you'll locate and gun down the last soldier in here, and get the message that all enemies are neutralized. If this hasn't happened yet, keep exploring the factory, sticking to the dark areas as much as possible. You might want to peek inside the "Garage" marked on the map, as enemies sometimes hide there.

When the compound is cleared, have the entire team gather at the entrance point. By sending the entire team there, you complete both the "Find the entrance" and the "Gather the team at the entrance" mission objectives.

Your first mission is a success!



## OPERATION SNOWBALL, MISSION 2: SCOUT

Having discovered the entrance to the secret underground facility, you must now send one of your team members downstairs to investigate it.

The lone commando must bring a camera and photograph important clues to what's going on here. Since the facility is in fact an aviation research site, "important" means anything having to do with airplanes or aeronautics.

The commando must then place explosives at key locations to destroy the facility, and get out.

An optional objective involves not triggering any alarms. It's purely optional, as it adds a great deal of difficulty to the mission.

In summary:

- Search the facility (Primary Objective).
- Photograph everything related to aviation research (Primary Objective) (3 parts).
- Place explosives at key locations (Primary Objective) (5 parts).
- Avoid detection (Hidden Secondary Objective).
- Escape the facility (Primary Objective, appears during mission).

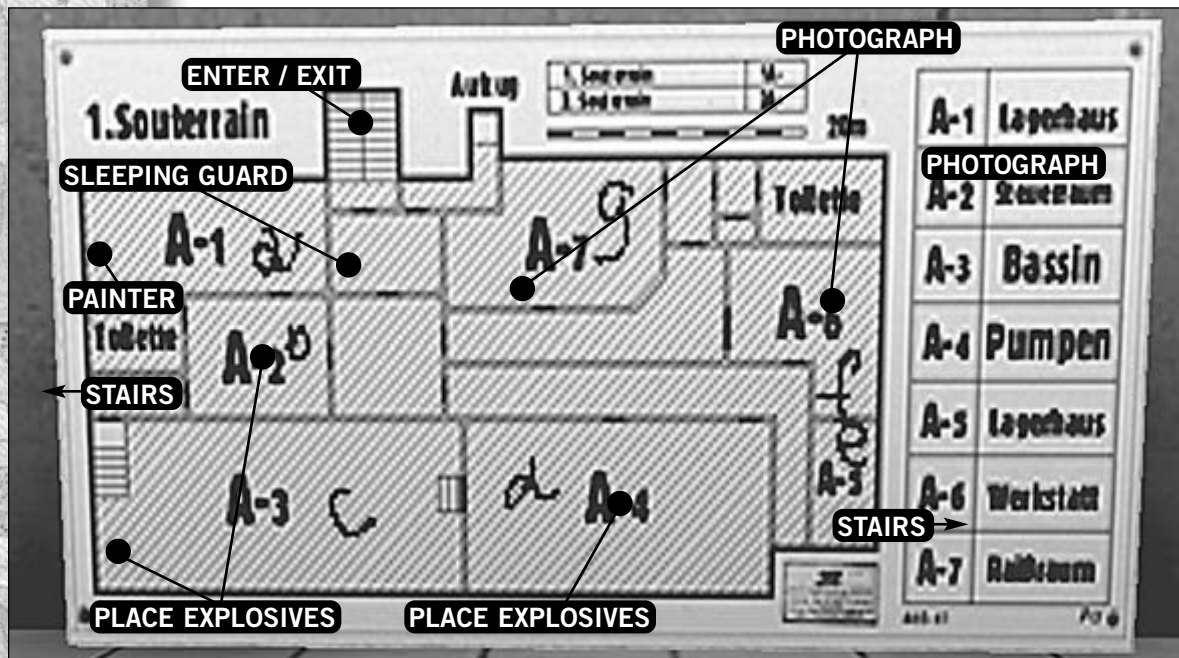
## RECOMMENDED SOLDIERS AND GEAR

Select a team member with good Shooting and Stealth ability. Decent Health will give you a better margin for error.

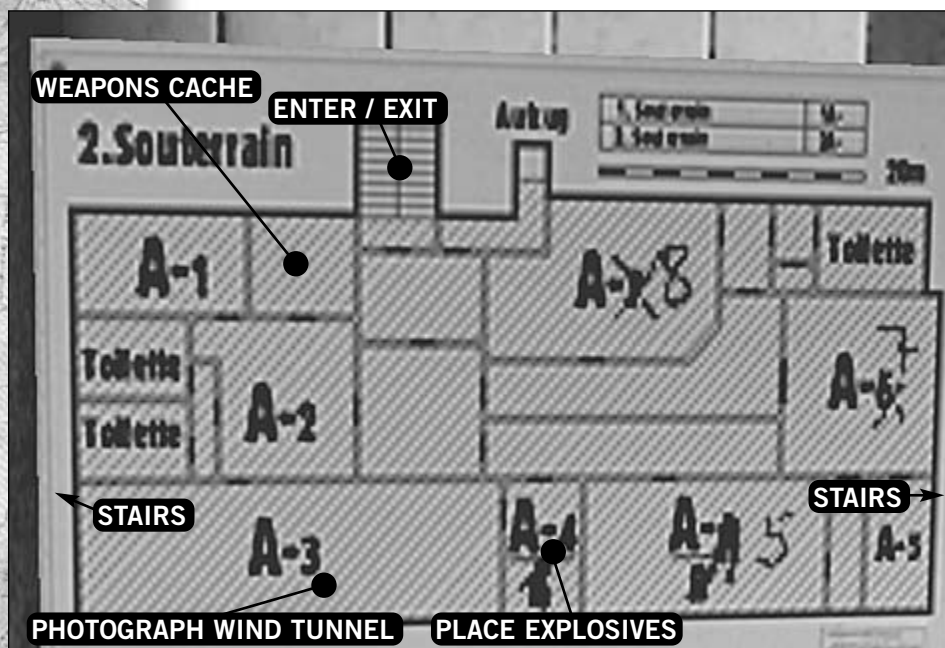
Give this soldier a Sten Gun Mark II (silenced or not, depending on what you took for the last mission). Pack him down with lots of ammo and a camera, as well as a knife. You can also fit him with five explosive satchels, though you'll find these inside as well, so bringing them is not mandatory.



## MISSION WALKTHROUGH



Complex, Level 1



Complex, Level 2

## CHAPTER 4: OPERATION SNOWBALL

This mission is MUCH trickier if you try to accomplish the optional secondary objective, “Avoid detection.” To do this, you must never set off any alarms.

Since this is a tricky objective that radically alters your approach to the mission, we’ll present two mini-walkthroughs—one assuming that you’re trying for total stealth, and another assuming that you aren’t. But first, here’s a general description of what you’ll encounter.

### GENERAL DESCRIPTION OF THE FACILITY

The underground research facility comprises two levels. There are lots of guards and several scientists in white coats.

Most of the guards move around in semi-regular patrols and will respond to noises, so it’s impossible to determine where you’ll find them. Their patrol routes and the amount of noise you make will affect their position. Hence, they aren’t marked on the map; you just have to be careful.

Scientists are armed and will attack, though they are also more likely to surrender or have a mental breakdown than the average soldier. (More on that in the second walkthrough.)

There are alarms scattered throughout the place. All is not lost if an alarm is thrown; just position yourself to deal with any guards that respond, and then turn off the alarm when no more are forthcoming.

You may approach the facility in any way you wish, but here’s our recommended plan of attack.



### CARNAGE APPROACH

This approach assumes that you don’t care about completing the optional “Stealth” objective.

Go quietly down the stairs. Open the first set of doors and put a bullet in the sleeping guard in the room beyond.

Return to the stairs and go through a small door; descend to Level 2.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE



Hunker down in the shadows near the stairs on Level 2, and shoot a guard seated at a desk, while he chats with a scientist. Take down the scientist as well. Now get your back to a corner and wait near the stairs, crouching, and deal with any more guards that approach. An alarm will probably be thrown; ignore it.

When nobody has appeared for quite awhile, cautiously peek into the main area and shut off the alarm.

Slowly make your way through Level 2, cleaning out guards as you go. Note the two spots where you can place explosives (marked on the map), but do not place them yet. Also, note the weapons cache (also on the map), which provides explosives if you decided not to bring any along.



### NOTE

**This level tests your close-combat skills. Move slowly and never expose yourself to more than one new angle of fire. Use the advantages of your third-person view-point and your ability to lean to check out each room before you enter it. Remember that guards can and will wander into areas you cleaned out previously!**

Locate and photograph the wind tunnel (marked on the map), and then approach the western stairs near the wind tunnel entrance. Watch out for a guard on or under these stairs.

Take the stairs up to Level 1, and explore the southern edge of the level first, gunning down soldiers and scientists alike. Note the three places to put explosives up here, but don't place any yet. Also, photograph a set of plans and an experimental airplane model (the locations are on the map).



## CHAPTER 4: OPERATION SNOWBALL

Move through the entire area, locating and gunning down every guard and scientist you find. You'll eventually receive a message indicating that you've explored the entire facility.

Once you've received that message, and also the message indicating you've taken photos of everything important, it's time to lay the explosives.

### NOTE

An armory on Level 2 (labeled "Weapons Cache" on the map) contains explosives, if you didn't bring enough.

You'll need to place four explosives total. Our favorite spots are on the first floor table (outside the painter's room), on the scientist's computers, on the gas tanks, and on the second floor generator.

### NOTE

Watch out; it's very likely that you missed a guard or two SOMEWHERE. Also, be aware that you must get out before the explosives are detonated. You have five minutes to escape after the first explosives are placed.

### NOTE

Watch out; a patrol of guards may be hiding in the vicinity of the main stairwell. Rushing out without paying attention is NOT recommended.

### NOTE

If an enemy surrenders to you, you can take his uniform and switch to a "stealthy" approach for the rest of the mission. Refer to the second walkthrough for tips on proceeding with stealth.



## STEALTH APPROACH

This approach assumes you want to complete the mission without raising any alarms. Read the first "Carnage" walkthrough before checking out this one.

### NOTE

The stealth approach is easier if you're already familiar with the complex, from trying the carnage approach. The key is getting someone to surrender early on.





## HIDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

To achieve this mission through stealth, first read up on the stealth-related sections of chapter 3. Understanding what you can and cannot get away with is **CRUCIAL!**

When the mission starts, go downstairs and through the first door, to Level 1. At the spot marked "Sleeping Guard," crouch in the shadows and creep around. Don't let him see you. When he wakes up and opens the door, gun him down with your silenced weapon.

Loot him and take both of his keys.

Unlock the door to the south. Go through it, then go west, and then duck north into the room labeled "Painter."

### NOTE

**Peek around corners to avoid guards. If you must kill them, use a silenced weapon burst and then drag the corpse into a dark, out-of-the-way corner.**

In the Painter room, a single soldier is painting doors. Walk up behind him with a drawn weapon. He'll be surprised and likely will hold up his arms in surrender.

Accept his surrender. Then put on his uniform and hat. Drop your weapon and backpack. Stuff your five explosives into your pouch (if you brought them). Also keep your knife and compass. Put the soldier's MP40 on your shoulder; you won't have room for extra ammo, but that's fine.

Using the stealth techniques explained in chapter 3, investigate the rest of this level. Take pictures at both spots indicated on the map; the eastern spot is hardest. Be sure to stand behind the scientists when you take pictures, and also be sure that wandering guards aren't about to show up. (Your Stealth bar is temporarily dropped to nothing whenever you take a picture, and you need to give it time to recover before moving on).





## CHAPTER 4: OPERATION SNOWBALL

After taking both pictures, take the stairs at the west end of the complex down to Level 2. Immediately go photograph the wind tunnel down on Level 2. This is a good time to save the game.

Now place explosives at the two indicated spots down here. Be sure to study the guard patrols before doing this, as you'll be shot if a guard finds you placing the explosives.

When both explosives have been placed, hurry upstairs. (Remember, you CAN run in a disguise.)



Place explosives at the three indicated spots up here. The toughest one is in the southwest corner of the map; do that one last. Wait while a pair of scientists chat near this spot, and then when one of them walks away, knife the remaining one in the back. Then place the explosives.

Return to the main stairwell and exit. The mission is complete!

## OPERATION SNOWBALL, MISSION 3: RENDEZVOUS

Your task in this mission is to rescue the downed fighter pilot and get away from these islands. Rescuing the pilot involves making your way back to the forest near where you started Mission 1.

To escape, you'll need to proceed to the wharf that's located due north of the factory. There you'll board a friendly ship.

To summarize:

- Locate the pilot (Primary Objective).
- Rescue the pilot (Primary Objective, appears during mission).
- Escape on the ship (Primary Objective, appears during mission).
- Save most of the ship's crew (Hidden Secondary Objective).
- Rescue Sygurd (Hidden Secondary Objective).
- Keep all team members alive (Hidden Secondary Objective).



## RECOMMENDED SOLDIERS AND GEAR

You're stuck with the soldiers and gear you brought along for the first two missions. Make sure that your weapons are properly allocated before launching the mission, though.

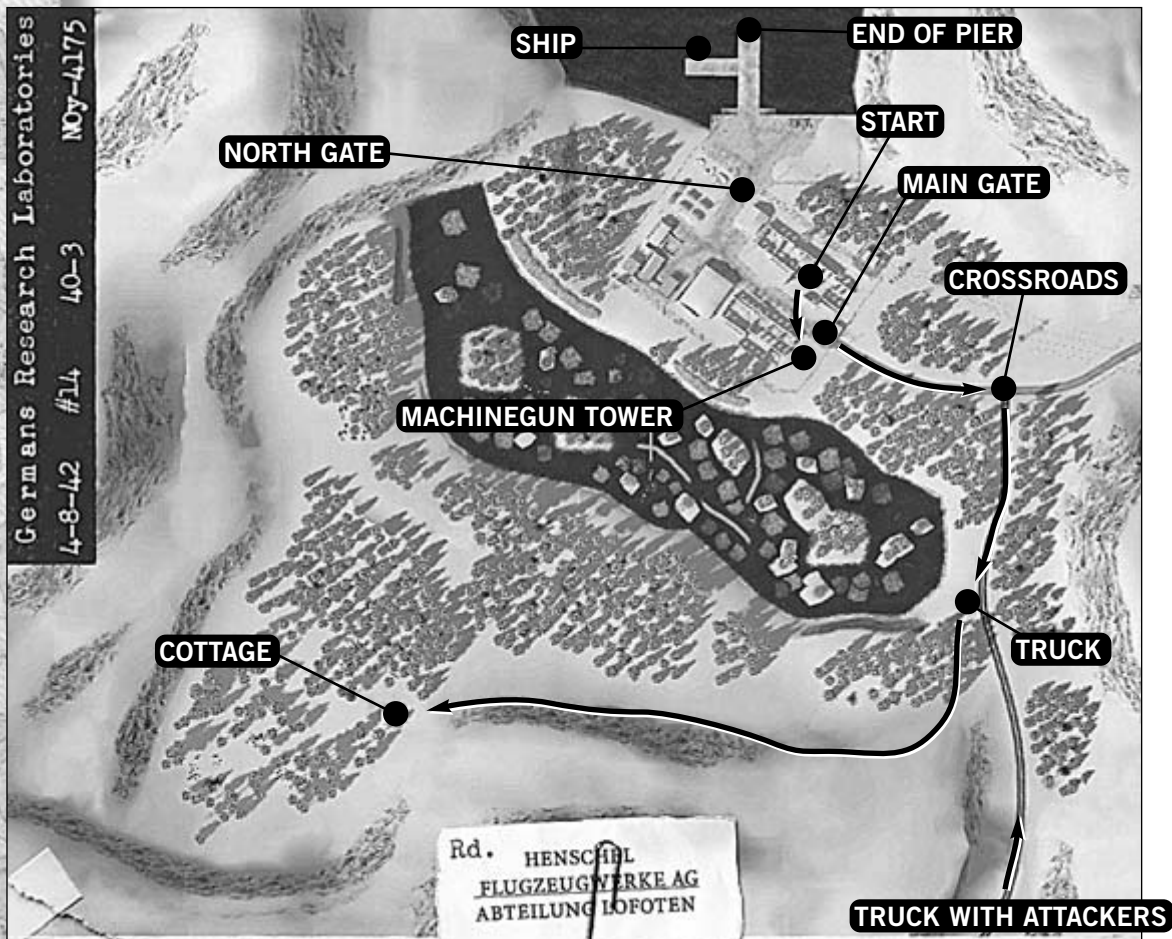
### NOTE

Never ditch your sniper rifle with optics.  
It's the key to making this mission relatively manageable!

If the lone trooper who completed the last mission ditched his weapon in the process, he can get a good replacement from a fallen soldier. Karabiners are plentiful in this mission, and they make good long-range weapons.

Team members that are low on ammo can grab some from the ammo crate that parachutes into the factory complex at the mission's start.

## MISSION WALKTHROUGH



## CHAPTER 4: OPERATION SNOWBALL

When the mission starts, arrange the three non-snipers in defensive positions, facing the main gates of the factory (see the screenshot for an example). Set them to Aggressive.

Then take the sniper and quietly peek out into the central courtyard. Two enemies have parachuted nearby, landing just outside (and slightly south of) the main factory gates. Locate them both as quickly as possible, and gun them down with your sniper.

When both enemies are gone, have a non-sniper run to the Machinegun Tower indicated on the map. Climb up the ladder and man the MG42 machine gun. Then, have the sniper lie down just south of the tower, thus providing backup firepower.

Return to the team member manning the MG42, and be sure to switch to first-person perspective, as this will help your aim.

Two enemy patrols will shortly approach the main gates, one after the other. Wait until each patrol is fairly distinct before opening fire. Mow them all down with short, precise bursts. (It's possible to run out of ammo if you fire continuously.)



### NOTE

If the second patrol doesn't come quickly enough, assume control of a different team member and sneak out toward the main gate. He'll eventually find the second patrol. Have him hurry back to cover, and then take control of the gunner in the MG42 tower to gun down the patrol.

When both patrols are down, have a single soldier open the factory's north gate, which is marked on the map.

Now assemble the whole team and move them through the eastern (main) gate. Follow the road east, and slowly proceed south from the crossroads, watching for soldiers in the woods on either side.

### NOTE

Search the weapons of the two fallen patrols. One guard has an MP40, which is an excellent automatic weapon. If one of your men has a De Lisle Carbine or other stealthy weapon, feel free to drop it and grab the MP40 instead.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE



You'll notice a parked truck in the distance; the driver is struggling to replace a wheel. Gun him down and keep moving. Keep a sharp lookout for soldiers in the woods to the south, as well. One tends to hide in the woods behind the truck.

Proceed along the path marked on the map, leading to the cottage. There are small clusters of soldiers scattered throughout the woods, so move slowly and use your sniper scope (or binoculars) to find them before they find you. Gun them down whenever you see them.

At the cottage, Sygurd is waiting on the front porch. Before approaching the cottage and talking to Sygurd, do a slow tour around it and take down all German soldiers lurking in the woods. There are quite a few of them.

Now move the whole team up to greet Sygurd. While he's talking, order most of the team to take cover. Meanwhile, take control of the sniper and look at the snowy ridge to the south of the cottage, near the spot labeled "Sniper" on the map.

An enemy sniper will appear at that spot as Sygurd talks. Shoot him before he kills Sygurd, and you'll complete an optional secondary objective. (The completed objective won't show up until Sygurd has actually left the area.)

Scan the area for more Germans; there may be a couple still sneaking around to the west. When all has been quiet for more than a minute, have your sniper get up to a crouch, and do a slow circle around the cottage, looking for stragglers.

Now enter the cottage. The pilot is in here; he now joins your group. Order everyone into a column following the sniper, and backtrack due east toward the road, staying as far south as possible. Take it slowly. You'll find a trio of soldiers in the woods near the road.



## CHAPTER 4: OPERATION SNOWBALL

At the road, assume control of your Bren gunner (if you still have a Bren gun) or your heaviest automatic weapon. Make the team run onto the road and drop prone, facing a reinforcement-filled truck that's driving up from the south. Make sure they're ready to Fire at Will.

Pump as much lead as you can into the truck. If you're fast, you'll make it explode before most of the soldiers can get out. Your teammates will clean up the rest.

### NOTE

**Alternately, hide and throw a grenade at the truck when it gets close enough.**

Proceed north to the truck you passed earlier, watching for soldiers in the woods.

Leave everyone except your sniper and your second-best shooter at the truck. Put them inside the truck to keep them as safe as possible.

Proceed north with your sniper and his companion. (Get the companion a Karabiner from a fallen enemy if he doesn't already have a rifle.) Pick off enemies in the woods.

At the crossroads, hunker down in the sandbagged MG42 machine gun nest (just north of the crossroads). There are snipers in the woods to the west, and a foot patrol will shortly appear to the east. Your non-sniper can either man the MG42 or keep his rifle out. Start scanning the woods and road to either side.

### NOTE

**Pick off enemies to the west first, and then turn your attention to the patrol to the east. If you wait until the patrol is in machine gun range, you can decimate it with the MG42. Remember to stay crouched behind those sandbags; they'll absorb a lot of damage.**





When all's quiet, send your sniper and companion west toward the factory, sticking to the dark woods north of the road.

The factory has several enemies in it; a few are shooting back and forth at your allies in their ship. Clean out the factory, watching for enemies on rooftops. It's easiest if you avoid the main gates and snipe into the compound from the woods.

### NOTE

**Clearing out the factory is easiest if you take it slowly—but you can complete a secondary objective (keeping most of the ship's crew alive) if you move quickly when the shooting inside the factory starts. If you're confident in your abilities, move quickly and try to keep the crew alive.**



When the compound is fairly quiet, send the sniper and companion in to verify that it's empty.

Send your sniper and companion out onto the end of the pier (marked on the map). Then switch to the rest of the team in the truck. Drive the truck to the end of the pier as well.

Unload the truck and run the team up to the ship to complete the mission.

## OPERATION SNOWBALL, MISSION 4: ICEBERG

Your reconnaissance in the underground facility revealed less information than your superiors had hoped. The results of the underground facility's research were not available; they were transferred to a secret base located on a nearby iceberg.

Having traveled by ship to this iceberg, your task is now to scout the area, defeat the enemy, and recover the research documents. Also, a submarine is waiting in the water nearby; you should try to prevent it from submerging if at all possible.

Your secondary objectives hinge on your ability to find and use the radio, and your ability to prevent the submarine from submerging.



## CHAPTER 4: OPERATION SNOWBALL

In summary:

- Explore the iceberg (Primary Objective).
- Find the documents containing research results (Primary Objective).
- Locate the radio station (Hidden Secondary Objective).
- Prevent the submarine from leaving (Hidden Secondary Objective).
- Seize the Submarine (Hidden Secondary Objective).
- Inform Command by radio of successful mission completion (Hidden Secondary Objective).

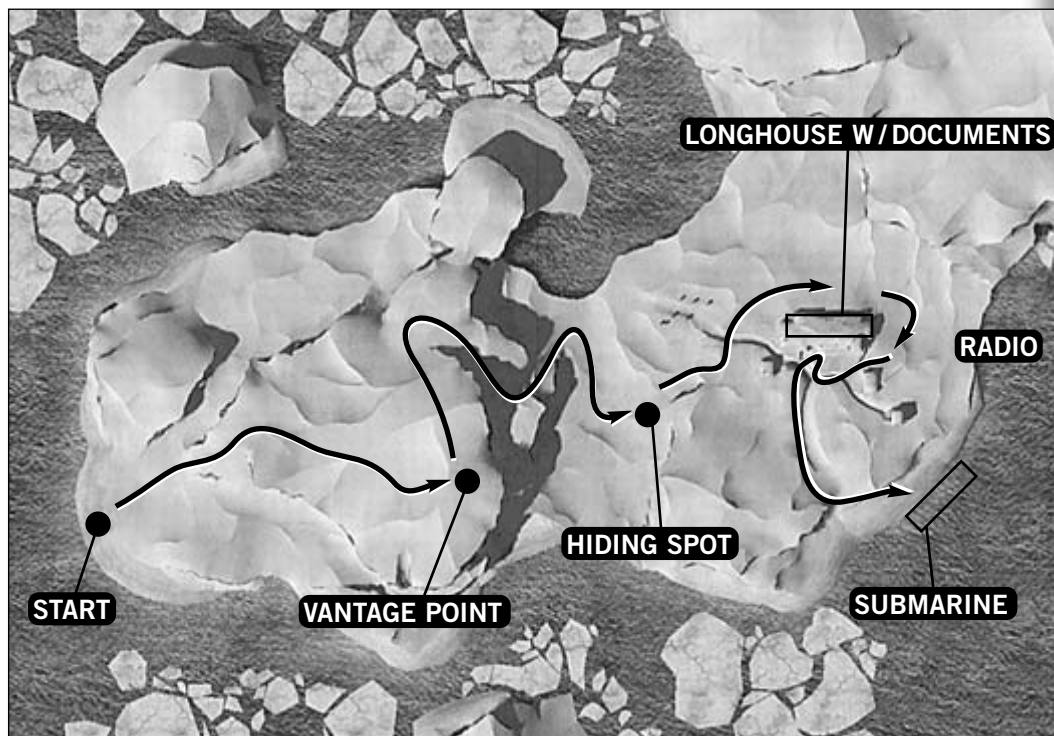
### RECOMMENDED SOLDIERS AND GEAR

Once again, you're stuck with the men and gear you had on the last mission. Hope you like 'em!

The most crucial tool, once again, is the scoped sniper rifle. If you brought it along, you'll be fine; if not, the mission requires a lot more skill (as sniping with non-scoped rifles is much trickier).

Notice the crates on the ground near your ship, right when the mission starts. They're packed with ammo, so reload and stock up before proceeding with the mission.

### MISSION WALKTHROUGH





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE



You start out on the western edge of the iceberg. Stock up on ammo from the nearby crates, then send your entire team up to “Vantage Point.” Don’t worry; you won’t encounter anyone along the way.

At the Vantage Point, have your team lie prone. All non-snipers should be positioned in a line (more or less), pointing their weapons due north.

Take control of the sniper and crawl east, until you have a view of the research base below. Notice all the soldiers. Your basic strategy is to crawl into a position where only a couple of the soldiers can see you (using the cliff’s edge as a screen), and start firing.

Just keep gunning down enemies and making sure that you aren’t exposed to many of them at once. Crawl fully out of view before you reload.

### NOTE

- **Beware the snipers in the base’s central longhouse.**
- **There’s one at each end, west and east, and they shoot through the windows. They have rifles with optics, so they’re more accurate than most of the others.**

In response to the sniping, a number of soldiers will make their way up toward your vantage point. They’ll all approach from the north, so your remaining three team members should have an easy time picking them off. If several attack at once, you can use your sniper rifle to help them.

After awhile, you’ll have whittled down all visible enemies. Creep north with your sniper, and pick off the snipers in the longhouse windows if you haven’t already.





## CHAPTER 4: OPERATION SNOWBALL

Now gather the entire team and start following the path down to “Hiding Spot,” watching out for ambushes at the north edge of the glacier and for soldiers at the base that you hadn’t noticed earlier.

### NOTE

Parts of the glacier will break off and sink as the mission progresses; this mainly occurs at the extreme northern edge of the glacier. If you follow our path, you won’t wander into any trouble areas.

At Hiding Spot, park most of your team in defensive positions. Using the sniper, creep northeast toward the base, picking off anyone you see.

Somewhere around this time, you’ll hear a repeated boarding call in German. It’s a very distinctive, repeated shout. When this happens, the submarine’s commanding officer will start walking from the longhouse toward the submarine.

### NOTE

The officer is distinctive because he’s wearing a dark naval uniform, not arctic camouflage.

Look for the officer as soon as the call starts, and put him down quickly. This prevents the submarine from departing, thus fulfilling a hidden secondary objective (and allowing you to accomplish more secondary objectives, later).

Take the sniper on a slow tour around the back of the longhouse. There are soldiers at many of the longhouse windows; use your ability to lean to pick them off. Also, watch for several soldiers up on a ridge to the northeast, carrying boxes. Snipe them from afar.

When your sniper has made a circuit around the longhouse, picking off soldiers in the windows as well as anyone left near the submarine, bring someone with a machine gun in to investigate the longhouse. Take it very slowly and carefully; remember the skills that got you through Mission 2.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

In a central room of the longhouse, you'll find a large book on a table. Take it; these are the documents you came for.



Now have someone enter the radio building (marked on the map) and use the radio. You'll receive the objectives: Take control of the sub, and report your success back to base.

After clearing any stragglers off the submarine deck, send two commandos with high-speed submachine guns up onto the deck. (Have them grab MP40s from fallen soldiers if they don't have particularly high-powered submachine guns.)



## CHAPTER 4: OPERATION SNOWBALL

Send one soldier down the ladder to the base of the sub, as quietly as possible, and put his back to the big column down there. If the door in front of him opens, shoot the enemy; if you hear the door behind him open, shoot the enemy around the column, and then spin around to guard against enemies from the other direction.

After all's been quiet for awhile, send the second gunner down.

Position one gunner facing east, guarding that direction, and send the other one west. Move slowly and be ready to fire when opening doors.

When that gunner reaches the end of the sub, take control of the other one and clear out the east side.

When you receive the message that the sub is now under your control, send a team member to use the radio again, and you successfully complete the mission.



## **S: OPERATION NOMAD**



**After the cold and snowy climate of Norway, you might be pleased that Operation Nomad takes your team to scorching North Africa. A whole host of new challenges awaits you here, but don't worry: The same skills that got you this far will serve you here as well.**

**Choose your men and your gear wisely, as this is a long campaign! You won't be able to change them for quite some time.**

## OPERATION NOMAD, MISSION 1: SPAGHETTI AIRPORT

Your primary task in this mission is to locate and capture Hans Schumann, an officer carrying plans that detail the Axis' advances in North Africa. He's holed up at Abn-Sin-Oan airport.

As the mission progresses, it will become clear that you can't complete this objective; Hans Schumann will get away, and there's nothing you can do about it. You will receive a new objective, though: Find out where he has gone.

You'll also need to neutralize all airport personnel, and it's best if you destroy all aircraft. This will help disrupt the Axis operations in this area.

Finally, destruction of several aviation fuel tanks is a secondary objective.

In summary:

- Locate Hans Schumann (Primary Objective).
- Eliminate all airport personnel (Primary Objective).
- Find information on Schumann's flight (Primary Objective, assigned during mission).
- Assemble squad at the SAS jeep/flak cannon truck (Primary Objective, assigned during mission).
- Destroy all planes (Hidden Secondary Objective).
- Destroy aviation fuel tanks (Hidden Secondary Objective).
- Keep all squad members alive (Hidden Secondary Objective).

## RECOMMENDED SOLDIERS AND GEAR

As usual, we recommend at least one excellent marksman carrying a sniper rifle with optics. You should also have one very stealthy commando with a silenced weapon, and one strong commando (who should carry the potent BAR). The last team member should have a mid- to long-range weapon like a M1 Carbine.

One team member (it doesn't matter which one) should be a very good medic. It's best if most of your team members are good shooters.

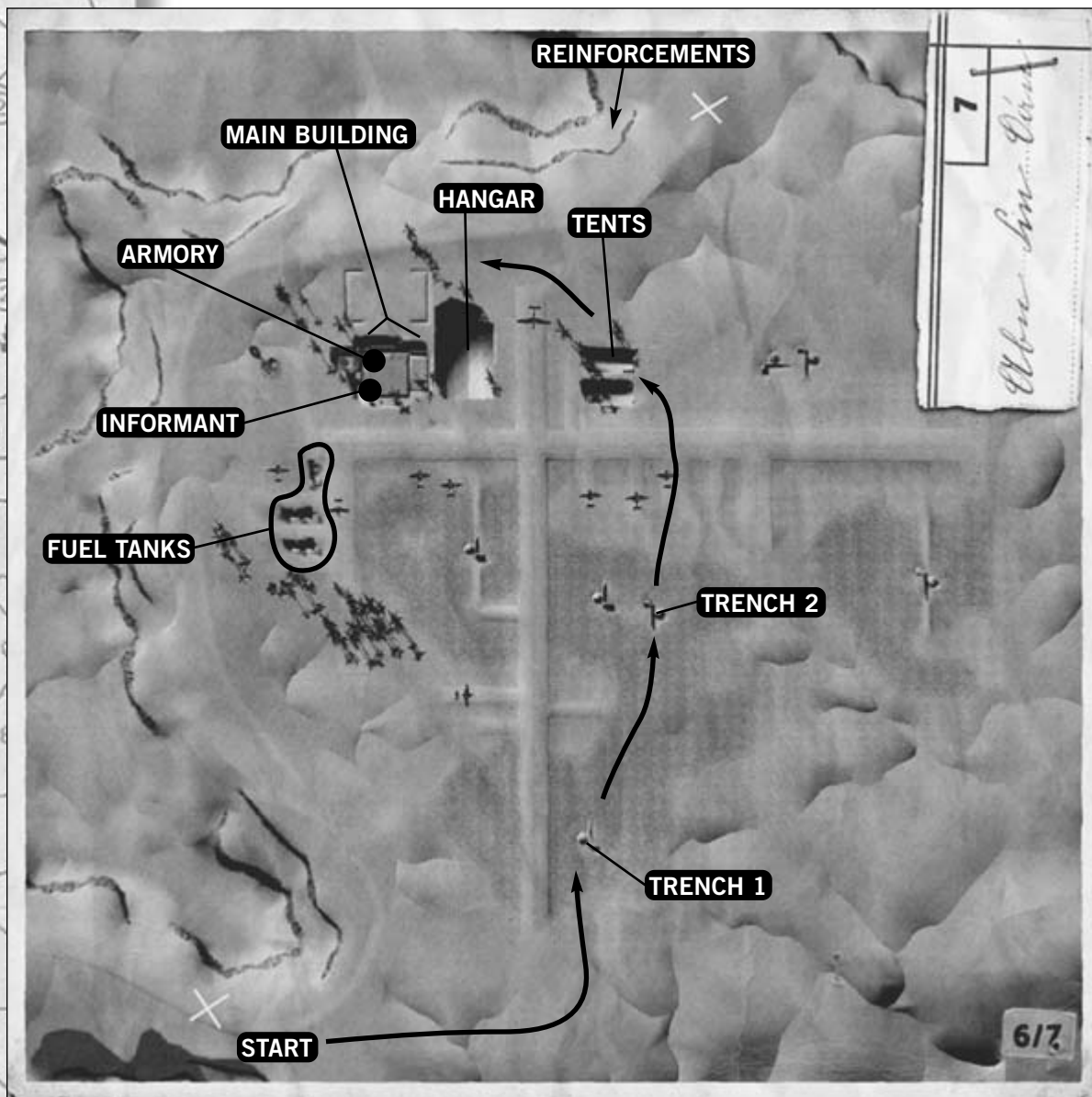
Don't bother with pistols, except for the sniper.

Finally, bring along a Bazooka and at least one extra rocket for it. Since our team was not particularly strong, we put the Bazooka on the shoulder of one member and distributed the rockets amongst anyone else who could carry them.





## MISSION WALKTHROUGH





## CHAPTER 5: OPERATION NOMAD

As the mission begins, three of your soldiers sit inside a jeep with a bonnet-mounted Browning machine gun. The driver's position is vacant, with the fourth soldier standing a short distance away. Have your group exit the jeep and walk east, then north toward the spot labeled "Trench 1." Slow down as you approach.



### NOTE

**If you're particularly lucky, someone will surrender during the course of this mission. If this happens, capture him and dress one of your men in his uniform; it will make the rest of the mission easier, allowing you to stealth kill most enemies instead of shooting it out.**

Get everyone down into the trench as soon as it's cleaned out. It provides excellent protection from bullets.

Take control of your sniper and gun down anyone you can see near the airport, and also anyone in the vicinity of "Trench 2." (There's probably at least one soldier in Trench 2.) If anyone surrenders from long range, leave them alone and capture them later.

When everything is quiet and no more targets are visible, crawl out of the trench and see if any more enemies come into view. Take them down.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

When all's clear, run the entire team north toward Trench 2. Get them down inside the trench as quickly as possible.



Once again, use your sniper to clear out enemies visible from this perspective. Pay close attention to the plane parked between the hangar building and the tents to the east. A pilot might try to get inside and fly away; snipe him if possible. If he does reach the plane, he'll harass you for awhile from the skies.

If the plane does take off, have your men hunker down and take control of the MG42 machine gun in this trench. Blast the plane enough, and the plane will finally drop from sight.

Also pay attention to the roof of the main airport building; a number of snipers like to lurk up there, as well as regular troops that man the emplaced machine guns. Pop out for better shots when you run out of targets.





## CHAPTER 5: OPERATION NOMAD

After most targets are gone, reinforcements will stream in from the north. These consist of multiple soldiers and (most importantly) a tank.

Pick off as many soldiers as you can; the rest will hunker down near the airport building. The tank will likely advance. Don't worry; the trench prevents the tank from getting a good shot at you (if you crouch). The tank will probably park near your trench.

Take control of the man with the Bazooka. Use the iron sights, pop up quickly, and fire a rocket at the tank's rear (the weakest spot). Crouch quickly and reload (or get more ammo from a teammate). Repeat, and the tank will blow up.

Have the sniper crawl in and out of the trench and acquire more targets, until all visible targets are gone.



When all visible targets are finally gone, send your stealthiest team member north to the two tents marked on the map. Kill the officers inside the tents, bearing in mind that you can shoot right through the tent fabric. Use this ability to take them down safely!



## CALL OF DUTY 2 PRIMA'S OFFICIAL STRATEGY GUIDE

### NOTE

Everything from this point on can be done more easily by a disguised soldier, if you managed to grab a disguise. If you didn't, you need to fight. Our walkthrough assumes you didn't get a disguise.

Move the rest of the team north to the tents, then slowly proceed west, clearing out enemies in back of the hangar and the main building. Watch out for snipers on the main building's rooftop!

Leave most of the team north of the main building, and then slowly infiltrate it with your stealthiest member, killing enemies in every room. Be sure to peek up the stairs to the roof, and clean out anyone hiding up there.



At the spot marked "Informant," a civilian surrenders and tells you that Schumann has left. You now have a new objective: Find out where he went.

Look for a key on top of a cabinet in this room. It opens the armory next door; the armory contains enough dynamite and explosive weapons to destroy all the planes and fuel tanks on this map.



## CHAPTER 5: OPERATION NOMAD

Clear out the rest of the main building, including the armory (which you can open with the key). Move the rest of the team inside and stock up on explosives.

Be sure to check out the western edge of the building, where a few soldiers are probably still hiding.



When you're pretty sure that all outdoor targets are neutralized, go ahead and start destroying planes and fuel tanks. The tanks are all clustered in one area, while the planes are spread around the map. Be careful unless you've already received the notice that all resistance is destroyed.

Destroying the planes and fuel tanks completes two separate secondary objectives.

### NOTE

**Don't forget the planes in the hangar marked on the map—and watch out for the mechanics in there. They have pistols and are good shots.**



At this point you need to find out where Schumann went. This involves locating documents that explain his flight itinerary. The location of these documents **DEPENDS ON THE DIFFICULTY LEVEL YOU SELECTED.**



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

- On Easy difficulty, the document is in the main airport building, in the big room, on the table
- On Medium difficulty, the documents can be found EITHER in the main building, or on a wooden box in the hangar
- On the hardest difficulty settings, the documents can be found EITHER on a table in the northernmost tent, or in a cabinet in the hanger, or in a cabinet in the main building.

When the documents are located, you're told to either gather your team at the SAS jeep (the one you rode in on), or at the flak vehicle parked north of the main building. (It depends on whether either vehicle was destroyed.)

When you reach the specified vehicle, the mission is complete!

## OPERATION NOMAD, MISSION 2: AIR SHOW

You must now drive your jeep along a war-damaged road leading through the desert. The road is treacherous and likely contains the remnants of destroyed enemy convoys, but it's flanked on both sides by minefields—so going off-road is out of the question.

Your task is simply to follow the road all the way to the mission completion point. This is no easy job, as you'll be attacked both by land forces and by airplanes passing overhead. The airplanes can be particularly frustrating.

In summary:

- Cross the desert (Primary Objective).
- Kill the enemy and secure a new vehicle (Primary Objective, appears during mission).
- Destroy enemy armored vehicle (Hidden Secondary Objective).
- Prevent enemy from calling for reinforcements (Hidden Secondary Objective).
- Keep all squad members alive (Hidden Secondary Objective).

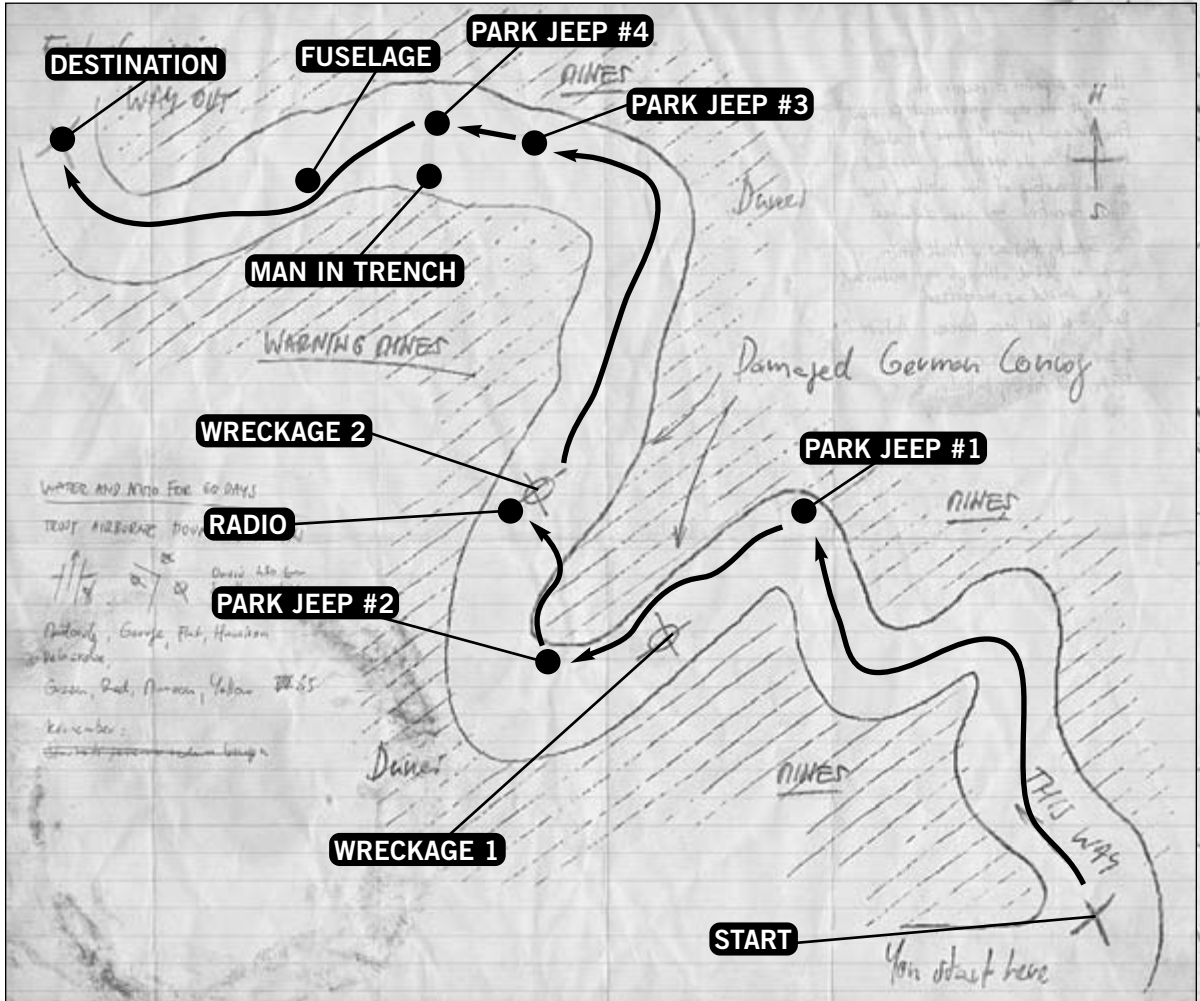
## RECOMMENDED SOLDIERS AND GEAR

If you're in campaign mode, you're pretty much stuck with what you chose last time. Fortunately for you, the team members and gear we recommended last time work well here: One sniper carrying a rifle with optics, one stealth commando, one strong man with a BAR, and one good shooter with an M1 Carbine.

Good Shooting skills in general are important here.

Leave pistols behind and pack as much ammo for your main weapons as you can carry. You don't have to bring a Bazooka this time; you'll find Panzerfausts at a convenient location.

## MISSION WALKTHROUGH



This mission deserves special attention, so please read the next section carefully. It provides a few tips that will help you follow the main walkthrough.

**BEFORE STARTING...**

Let's get this out of the way first: This mission can make you tear your hair out and cry. You'll need to save the game a lot, and even then you may get frustrated.

On the other hand, you may get a break and do well the first time. It's just that kind of mission.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Very early in the mission, two fighter planes start to harass you. They attack in strafing runs, peppering the area with deadly machine gun fire. They are what makes this mission so tough; if they happen to hit the man you're controlling—or the teammates you left back at the jeep—you'll probably have to reload.

The planes can be shot down, but you will have a hard time with that. Your computer-controlled teammates will probably be better at targeting the planes than you, so you might want to let them do it.

You might think that positioning your jeep in valleys would protect it, but it doesn't; all that does is prevent your teammates from getting good shots. Therefore, when the jeep isn't moving, it should be near the crest of a tall slope. This gives your team better sight lines and better shots.

You can use Tactical Mode to give your jeep driver orders while you're controlling your sniper. This may or may not keep the planes from killing your teammates while you're sniping, as the planes have a harder time targeting a moving jeep. But somehow, this never seemed to work for us; our teammates got iced anyway. We found that parking the jeep at the spots marked on the map worked best for us. However, be aware that AI changes in different versions of the game may turn assigned driving routes into a valuable tactic. (For that matter, the mission difficulty may be toned down in certain versions of the game.)

If you want to conserve ammo, you might want to issue Wait for Me to Fire orders while the planes are far away, and then fire at them when they're coming in for a strafing run. Otherwise, just let your team fire at will.

Your best chance is to get lucky and have your team take down one of the planes fairly early on. After that it gets much easier.



### MAIN WALKTHROUGH

Before you drive an inch, rearrange your team inside the jeep. Park your sniper in the back seat with your BAR man. Have the stealthy submachine gunner drive. Have the carbine man (with good shooting skill) man the jeep's built-in machine gun.

Now that you're settled, save the game and proceed to "Park Jeep #1." Leave the jeep on the slope and take control of your sniper.



Move the sniper toward "Wreckage 1." There are two live soldiers in that wreckage, and one of them likes to man a MG42 emplaced machine gun. Snipe them and then run into the wreckage when both are down. Using Tactical Mode, send your jeep up to meet the sniper there.

#### NOTE

**These instructions are simple, but executing them is not. If you're failing, don't worry that you aren't following the instructions. It's just hard.**



## HIDDEN & DANGEROUS™2 PRIMA'S OFFICIAL STRATEGY GUIDE

There are several Panzerfausts lying up against a ruined vehicle at Wreckage 1. Have your sniper grab one. If he's carrying too much, drop grenades and other miscellaneous junk until he can get the Panzerfaust on his shoulder.

Get the sniper back into the jeep. If you managed to get this far without serious injury to anyone, definitely save the game.

Drive the jeep to "Wreckage 2" and park it there, near the top of the slope. Get the sniper out and start running him along the indicated path toward Wreckage 2.



When the sniper gets close enough to see the craters around Wreckage 2, have him drop prone and crawl forward (quickly). You want to avoid being seen by the soldiers at Wreckage 2. But also avoid the sand that looks rocky; this is the minefield, and entering it is a very bad idea.

When you can see a fair amount of the wreckage by using the third-person viewpoint (but the enemy still can't see you), look for the radio man crouching behind the ruined truck. His location is marked on the map, and the sniper in the screenshot is aiming right at him.





## CHAPTER 5: OPERATION NOMAD

Get up and fire. Your first shot needs to kill that radio man. If it does, you complete a secondary objective and will face fewer enemies later on.

We recommend reloading and trying again if you don't get the radio man and complete this objective, though you certainly can ignore it.



### NOTE

**The radio man sends his message and moves away VERY quickly once the action starts. His truck is parked just to the left (from the sniper's perspective) of the flak cannon truck, and a little closer to the sniper. Hitting him in time is tough but possible.**

A tank amidst the wreckage will now drive south. If you're lucky, it will drive toward the jeep, presenting you with a shot at its side. Switch to your Panzerfaust, retreat somewhat (to avoid getting shot from soldiers at Wreckage 2), and fire the Panzerfaust at the tank. A direct hit on the side of its treads scores the kill and completes another secondary objective.

### NOTE

**If you're unlucky, the tank drives toward you. Retreat quite a way south to equip the Panzerfaust. Try to sneak to one side of the tank, and fire. Remember that tanks have poor "vision," so this is not impossible.**



When the tank's gone, move the sniper back and pick off everyone remaining at Wreckage 2. Use Tactical Mode to look for red rectangles (live targets). Some of the "dead" soldiers are actually alive and waiting to ambush you, so be careful and shoot the bodies.

Now move the jeep up to meet the sniper at Wreckage 2. If you need ammo, there's a crate of it amidst the debris. Save the game if everyone's alive.



## HIDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Get the sniper back in the jeep and drive to "Park Jeep #3." Get the sniper out and shoot an enemy sniper hiding in a blast crater.



Now get back in and proceed to "Park Jeep #4." Get the sniper out and move him west. As he crests a dune, you'll see more debris with soldiers amidst it, including the fuselage of a broken plane. Reinforcements may be arriving in trucks, though it will only be a few at most if you shot the radio man.

Pick off these soldiers with the sniper just like you did at Wreckage 2.

When the area is completely clear, get the sniper back into the jeep and drive to the exit point. The mission is a success.

## OPERATION NOMAD, MISSION 3: GUESTS

Your jeep has broken down and you need to find a replacement vehicle. The Banhira oasis, controlled by Axis forces, is conveniently close at hand. Your task is to take control of this oasis, eliminate all defenders, and locate a functioning vehicle inside.

## CHAPTER 5: OPERATION NOMAD

In summary:

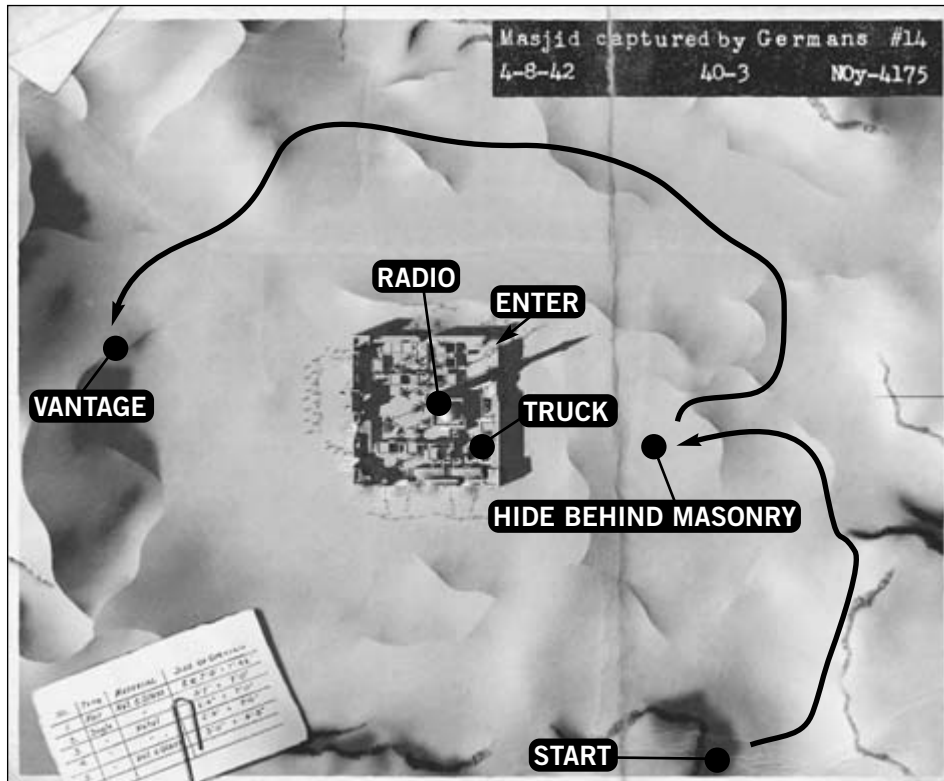
- Eliminate all resistance in and around the oasis (Primary Objective).
- Locate a functioning vehicle (Primary Objective).
- Protect the German mechanic (Primary Objective, assigned during mission).
- Locate the radio tower and send a message to the Allies, once the oasis is secured (Primary Objective, assigned during mission).
- Keep all squad members alive (Hidden Secondary Objective).

## RECOMMENDED SOLDIERS AND GEAR

Your usual crew consisting of a sniper, a stealthy commando, and a couple of soldiers with assorted other weapons works fine for this mission. As usual, the sniper will do the lion's share of the work.

Grenades—especially No. 36—are very useful for clearing out the confined houses and shops of the oasis.

## MISSION WALKTHROUGH





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Your team starts at the southern edge of the combat area.

Take control of the sniper, order the team to follow him, and run him along the path to the spot marked "Hide Behind Masonry" on the map.

There are broken walls at this spot. Arrange your men in defensive positions behind the walls, then take control of the sniper and start picking off guards on the tower and the oasis walls.

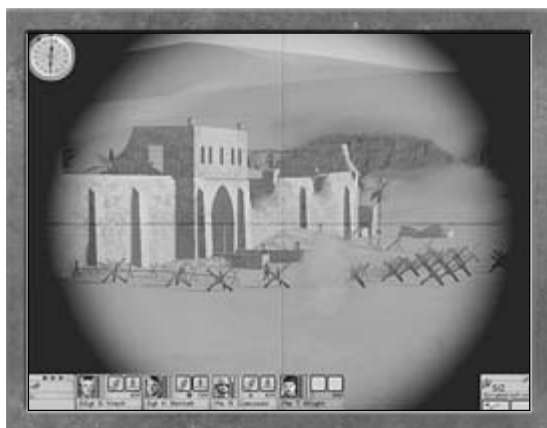


### NOTE

**It's recommended that your first shot take out the gunman atop the mosque tower. He's got a great vantage point and a rifle with optics—a lethal combination.**

Pick away with your sniper. A couple of soldiers are hidden in the masonry to the west, so watch for them and gun them down as they sneak toward your group.

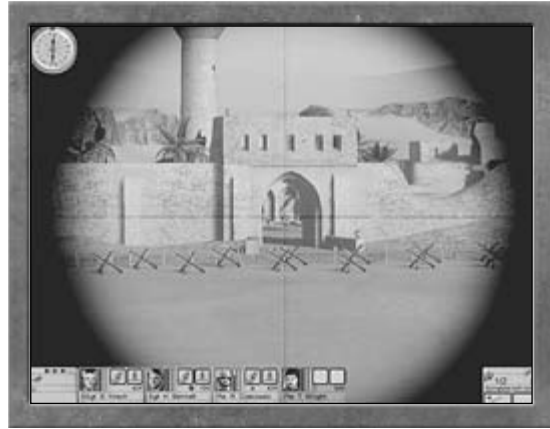
When all's been quiet for awhile, leave most of the team in the shadows and take the sniper north along the path drawn on the map. Periodically have him stop and look at the oasis, gunning down any targets he sees. Several will appear on the walls, and more will come into view along with the oasis' western walls.



## CHAPTER 5: OPERATION NOMAD

At or near the spot marked “Vantage,” the sniper has a clear line of sight through the oasis’ main gate, all the way to the front porch of the mosque. Snipe any soldiers resting there and anyone else who appears shortly thereafter.

At this point the sniper has probably gotten every target he can, but feel free to have him do a complete circle around the oasis. Regardless, get him back to the team.



Move the entire team to the spot marked “Enter.” The corner of the wall has crumbled away here. Carefully make your way through the barbed wire and into the oasis, gunning down anyone in immediate view.

Take defensive positions behind the broken-down car parked here. Note the blue-clad mechanic near the truck to the south, but ignore him for now.

Assume control of the sniper. There’s a ladder near the car. While the rest of the team crouches by the car, climb the ladder to the wall and quickly take cover behind the corner walls. Scan the city. Gun down anyone that appears. Firing will probably set off a chain reaction, so wait awhile to see what targets appear.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Send the sniper on a slow tour around the oasis wall. Watch for enemies that come out of shops and houses. Keep an eye on the mosque roof too; a gunman likes to hide up there. Save frequently.



When the sniper's done patrolling the walls, take control of someone with a machine gun, and start going from house to house. Move slowly and lean as much as possible. Whenever you encounter a particularly tricky set of halls or doors, throw a grenade and stand back, waiting for someone to emerge.

If this character runs out of grenades, have him get more from the others.



Check inside the mosque. There are a doctor and some injured soldiers in here; leave them alone. However, be aware that there might be enemies as well. Climb the stairs to the roof and check the base of the tower.



## CHAPTER 5: OPERATION NOMAD

Eventually you'll clear out all enemies, or at least most of them. You'll get a message when all are gone. At that point, approach the blue-suited mechanic near the truck.

The mechanic agrees to fix the truck for you, and a new objective appears: protect him. If you were thorough, though, there's nobody left to protect him from.



When the mechanic has been contacted AND all enemies are gone, proceed to the radio, which is just inside the front entrance of the mosque. Use it to report your victory to command; the mission is a success.

## OPERATION NOMAD, MISSION 4: CARAVAN

The oasis you just captured will shortly come under attack. Your task is to defend it, and also to make sure that your captured vehicle is not destroyed.

If your captured vehicle IS damaged, you'll need to steal an Opel truck from the German attackers.

In summary:

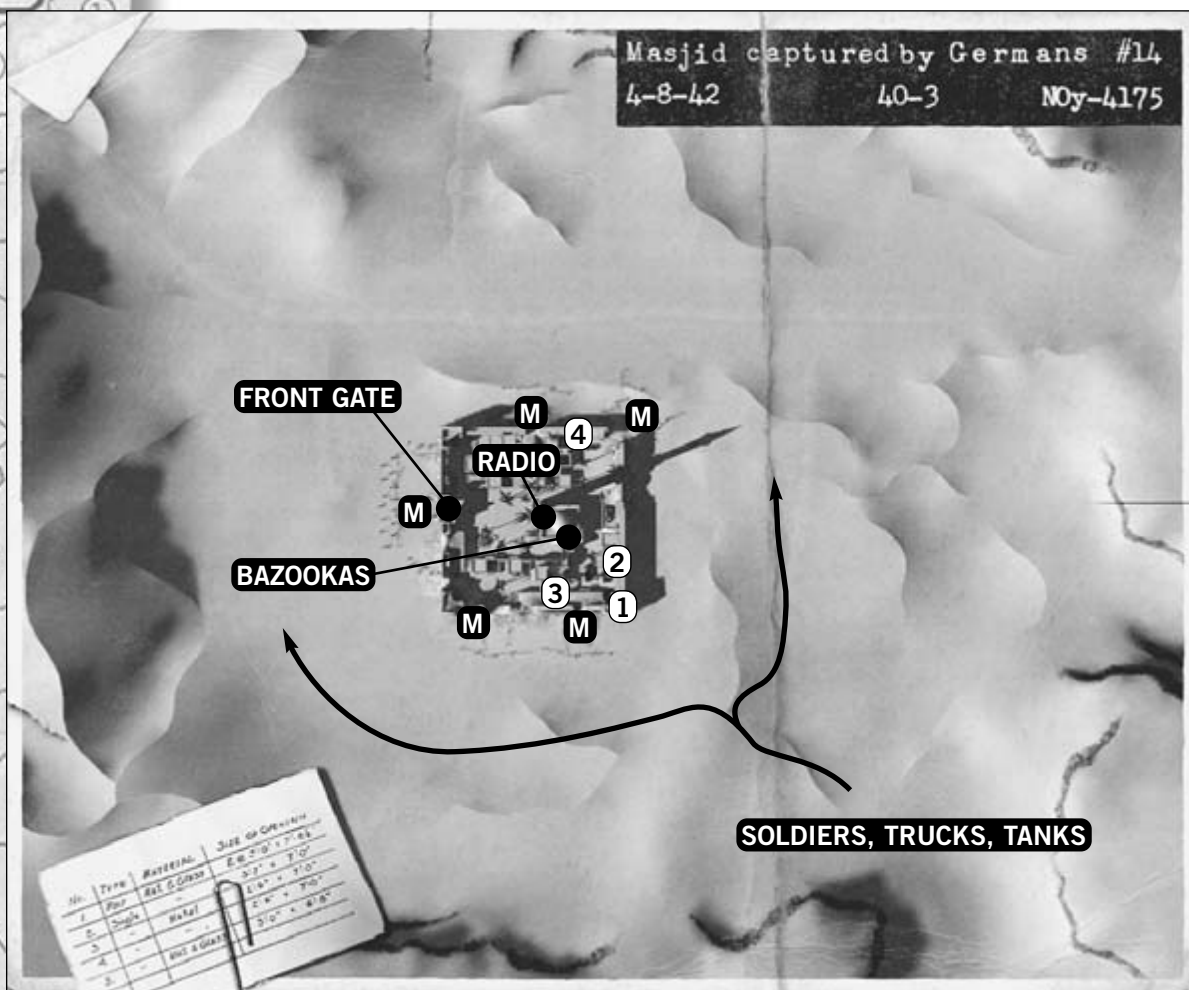
- Defend the oasis (Primary Objective).
- Defend the vehicle (Primary Objective).
- Kill all enemies (Hidden Secondary Objective).
- Keep all squad members alive (Hidden Secondary Objective).



## RECOMMENDED SOLDIERS AND GEAR

You're stuck with the men you've got if you're playing in campaign mode. Hopefully one of them has a BAR, and one has a sniper rifle. Lots of ammo is useful. It's nice if you brought a Bazooka, but it doesn't matter, as there are six Bazookas stockpiled inside the oasis' central mosque.

## MISSION WALKTHROUGH





## CHAPTER 5: OPERATION NOMAD

Your task is to defend both the oasis and the vehicle. If more than ten enemies get inside the oasis walls, a countdown is started. You need to clear them out before the countdown is up, or the mission fails. However, if you follow our plan you probably won't have to worry about that possibility.

The other task is to defend your truck. This is easy if you keep enemies outside the walls. If enemies do manage to destroy the vehicle, you can steal one of the Germans' Opel trucks. (Our strategy involves destroying both trucks before they deliver their soldiers, but you should know that stealing one of those trucks is a possible alternate strategy.)

When the mission starts, have someone man the MG42 machine gun at Point 1. Then place a submachine gunner or carbine soldier at Point 3, and the soldier with the BAR (or your heaviest submachine gun) at Point 4.

The sniper will eventually go to Point 2, but first he has some work to do.



Send the sniper into the central mosque. Drop his sniper rifle and extra gear, and pick up some land mines. (The mines are next to the Bazookas; the location is marked on the map).



## HIDDEN & DANGEROUS™2 PRIMA'S OFFICIAL STRATEGY GUIDE

Lay two land mines at every spot marked with an M on the map. At each location, lay one mine a few yards outside the entrance and one closer to the entrance itself. Place them very centrally.

When all mines are laid, go back to the mosque and have the sniper grab a couple of Bazookas. Then run him to Point 2 and have him carefully drop the Bazookas on the wall, where he can get to them later.



Keep an eye out for two Opel trucks, coming from the same area as the soldiers. When they appear, ignore the soldiers and fire at the trucks. Place bullet after bullet right into the hood of one of the trucks. Eventually it will catch fire; one more bullet will make it explode.

Finally, send him back to the mosque and have him collect his sniper rifle, the gear he dropped, and another Bazooka. Then use the nearby radio to contact headquarters.

Send the sniper back to Point 2. Have him stand in the shade here, and look southeast. This is a good time to save the game.

Eventually a few soldiers start marching in from the southeast. Pick off as many as possible with the sniper rifle; the MG42 gunner will clean up the rest.



## CHAPTER 5: OPERATION NOMAD

### NOTE

The trucks will eventually diverge, one going north and the other going west. It's easiest if you shoot at the one going west first, then the one going north.

### NOTE

The key when attacking vehicles is to shoot the same spot over and over (for trucks, shoot at the hood). It's much less effective if you spray bullets all over the vehicle.

When the first truck is down, run along the wall to get a good shot at the second one. Gun it down as well.

If you made both vehicles explode, you won't have many more soldiers to deal with. A few more will trickle from the southwest.

If you missed a truck, enemies are likely to rush the oasis' northeast corner, or the front gate (which is marked on the map). Run your sniper along the walls to the front gate to handle anyone there. Your BAR soldier at Point 4 can handle the ones in the northeast. The mines you laid will make the job easier.



Two tanks now appear from the southeast. Have anyone on the walls crouch down to avoid being exposed to cannon fire. Don't try to pick them off yet.

The tanks tend to roll to a stop at different places. One stops southeast of the oasis, while the other circles around and parks somewhat north of the oasis.

Wait awhile and scan the ruins outside for soldiers. A few more will probably wander in from the southeast.

After several minutes have elapsed

with no more soldiers, save the game and equip a soldier of your choice (anyone but the gunner at Point 1) with two Bazookas and a pistol. Run him out through one of the entrances, hugging the wall to avoid triggering the mines you placed earlier.

The Bazooka man should take a wide, circling path and come up behind one of the tanks. Use sand dunes for cover, and stay well away until he's behind the tank.



Fire a Bazooka shot at fairly close range. Aim right at the back of the tank's turret. Placement is important; a direct hit on the back of the turret will score a kill. A hit anywhere else is not likely to work.

When one tank is down, run the Bazooka soldier through the darkness to the rear of the other tank. Again, fire a shell into the back of the turret, from close range.

Both tanks are now destroyed. Get back inside.

### NOTE

**If the mission didn't end when it seemed like it should, there are probably stragglers out in the ruins or in the oasis. Do a thorough sweep to root them out.**



If the mission doesn't end right away, wait for more soldiers; a few more may attack.

Eventually your mission is complete.

## OPERATION NOMAD, MISSION 5: WHISKEY BAR

Your primary task in this mission is to capture Hans Schumann and to force him to fly your team out of the airport in a JU-88 Junkers.

There are also many secondary objectives, mainly related to the destruction of German equipment and vehicles.

This is a big mission that you can approach in a variety of ways.

In summary:

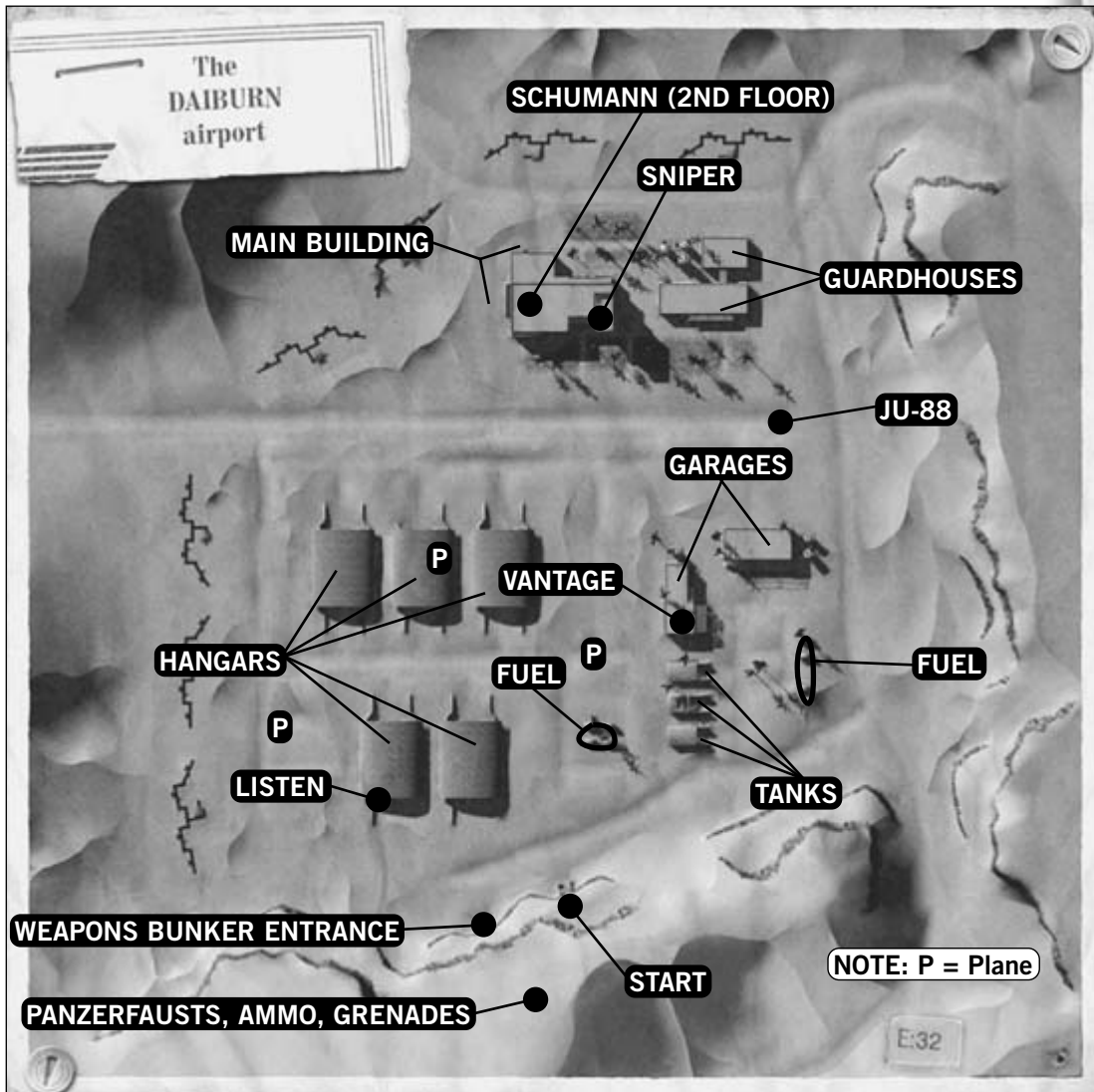
- Find Hans Schumann and take him prisoner (Primary Objective).
- Eliminate enemies guarding the runway (Primary Objective, assigned during mission).
- Hans Schumann must survive (Primary Objective, assigned during mission).
- Assemble team at the JU-88 Junkers (Primary Objective, assigned during mission).
- Destroy German armored vehicles (Hidden Secondary Objective).
- Destroy all aviation fuel supplies (Hidden Secondary Objective).
- Destroy all fighter planes (Hidden Secondary Objective).
- Obtain information on deployment of German forces (Hidden Secondary Objective).
- Keep all squad members alive (Hidden Secondary Objective).

## RECOMMENDED SOLDIERS AND GEAR

If you take the default equipment configuration, one soldier will be disguised at the start of this mission. Our walkthrough makes heavy use of this disguise. Make sure the disguised soldier has a knife, and remember that he can't carry a backpack or Allied guns.

The rest of the team doesn't particularly matter, if you follow our walkthrough. Equip them as you would for any other mission.

## MISSION WALKTHROUGH





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

This is a very large map and a very involved mission. You can approach it in a number of ways. Before we present our method, we'll review what you'll find in this airport.

### AIRPORT OVERVIEW

Here's what you'll find at the airport:

- A WEAPONS BUNKER is located near your starting point. It contains Panzerfausts, grenades, and an ammo box.
- Several HANGARS contain armed mechanics and soldiers. One contains a plane.
- Three TANKS are parked in low bunkers. The southern two tanks are fully manned, and soldiers will emerge if you start a fight too close to their bunkers.
- A pair of GARAGES near the tank bunkers contain armed mechanics. One garage has a soldier with a Panzerfaust patrolling the roof.
- The MAIN BUILDING has a sniper on the roof. Hans Schumann is on the second floor.
- Two GUARDHOUSES contain lots of soldiers.
- FUEL TANKS and planes are scattered around the airport.
- Seven TRENCHES surround the airport on the west and north. They aren't marked on the map but you can easily see them; they look like jagged lines.

### MAIN WALKTHROUGH

You can approach this mission any number of ways, but here's our recommendation.

Immediately hide your men from the two guards in your starting location. Then get your disguised soldier behind them and gun them down.

Leave the three undisguised soldiers at the start point. The rest of the mission will be performed by your disguised soldier.



## CHAPTER 5: OPERATION NOMAD

Send your disguised soldier to the Weapons Bunker Entrance, knifing anyone he sees along the way. Play hide-and-seek in there, knifing guards until the only ones left are difficult to sneak behind. Gun those down.



Grab a Panzerfaust and sling it over your shoulder. You can carry the Panzerfaust and still have another big weapon in your hands—you'll just need to temporarily drop the other weapon whenever you want to use your knife. You can also get grenades in here.

Leave the bunker, and open the hangar door at the spot marked “Listen.” Listen to the entire conversation inside the hangar to complete a secondary objective (“Obtain information on deployment of German forces”).

Thoroughly search the hangars, mowing down everyone inside. Use stealth kills whenever possible. When faced with a group, hide and throw a grenade into their midst, then gun down any that remain. Or, just open up with a MP40.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

After the hangars are clear, proceed southwest. Start methodically cleaning out enemies in the trenches, moving from south to north. You can stealth kill them all with ease.

When you're done in the trenches, go into the guardhouses. Stealth kill as many guards as possible. Again, use grenades or a gun whenever stealth kills won't work, and hide for awhile until your disguise bar recovers.



Also take down a sniper on a silo, next to the guardhouses.

Now enter the main building. Wipe out almost everyone on the main floor. (You don't have to bother with the soldiers in the extreme west of the building).





## CHAPTER 5: OPERATION NOMAD

Do the same on the second floor, but refer to the map and see where Schumann is. If you open a door with an officer behind it, and it appears to be Schumann, do not approach him yet. Close the door. You'll be back for him later.



On the eastern edge of the main building is another stairwell that leads to the third floor. Ascend it. Ignore the female civilians up here. Exit the door and climb a ladder to the highest part of the roof. Stealth kill a sniper up here.

Exit the building and go to the eastern edge of the map. Knife any patrolling soldiers near the edge of the airport, but avoid the couple of soldiers nearest the tanks. Attacking them will likely wake up the tanks.

Now proceed toward the garages. Clear the eastern one out thoroughly, but be very careful not to make noise (and wake up the tanks).

Now clean out the western garage. Be sure to climb up a ladder in this garage, and stealth kill the soldier with the Panzerfaust that's sitting on the roof (at the spot marked "Vantage." If you make noise at this point, it's okay.





## QUS™2 PRIMA'S OFFICIAL STRATEGY GUIDE

At this point, you're atop the western garage and just about everyone except a few soldiers right next to the tanks have been eliminated.

From your vantage point on the roof, gun down one of the soldiers near the tanks (you probably have an MP40 or Karabiner as your main weapon).

This wakes up the tanks if they weren't already up. The southern two tanks drive out and look around for you. (Remember, that third tank is empty).

Lay flat on the roof to avoid detection. Gun down any other soldiers that are left down there. Then drop your gun and take the dead soldier's Panzerfaust. You have two Panzerfausts now.



Crawl down the ladder and sneak out of the garage, avoiding the tank crews' view. To kill a tank, sneak up on it FROM THE SIDE (where the crew cannot see you), and then run out behind its turret. Fire the Panzerfaust directly at the BACK of the turret, and it'll blow up.

Use this technique on both tanks.



At this point your mission is mostly clean-up. Destroy the planes and fuel tanks marked on the map, and you complete a couple more secondary objectives. Note that five Karabiner shots to the same spot will usually destroy a plane or tank.



## CHAPTER 5: OPERATION NOMAD

Now send your disguised soldier back to the main building. Go up to the second floor, and this time, approach Schumann. Order him to follow you when the conversation's done.

Proceed to the JU-88 marked on the map. Use Tactical Mode to order your other soldiers out of hiding. When they join you next to the JU-88, your men board the plane and the mission is a success.

### NOTE

If you want to play this mission a different way, you could try to steal the tank without the crew, and use it to destroy the other two tanks (and just about everything else on the map).



## OPERATION NOMAD, MISSION 6: BIRDS OF PREY

The object of this mission is very simple. You're escaping on the JU-88 and need to destroy the fighters that are pursuing you, before they shoot down your plane.

Your JU-88 is large and can sustain a fair amount of damage, but it has its limits.

You are not flying the plane, so all of your energy can be directed toward gunning down fighters.

In summary:

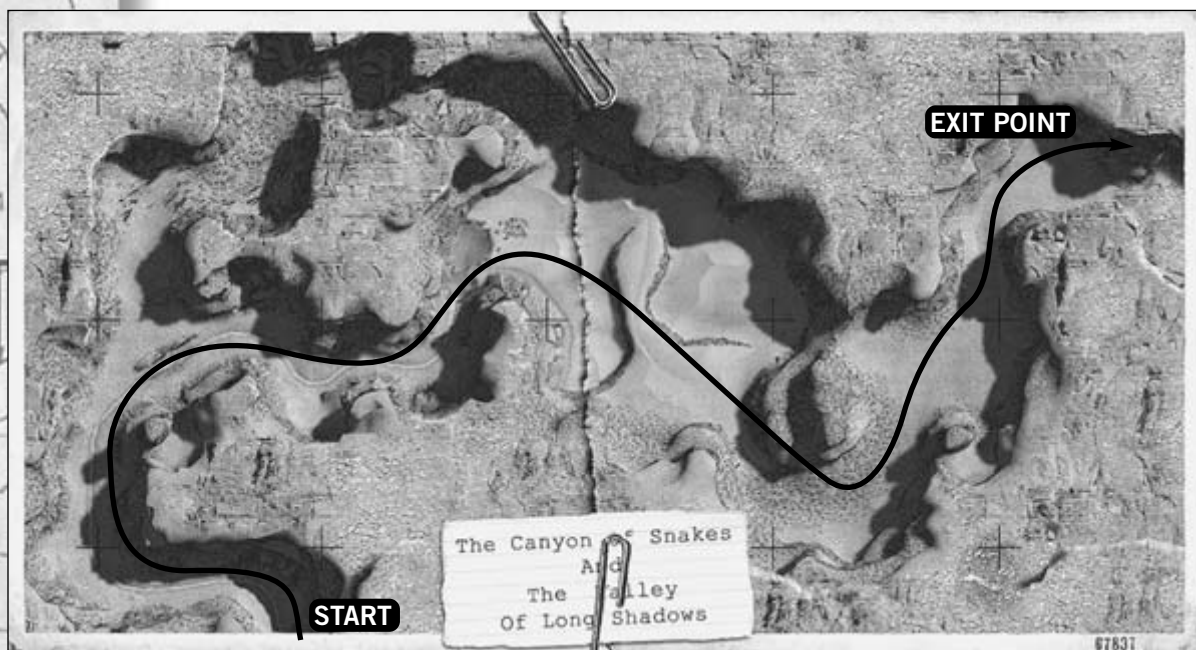
- Fly through the canyon, defending the Junkers from attack (Primary Objective).
- Keep all squad members alive (Hidden Secondary Objective).

## RECOMMENDED SOLDIERS AND GEAR

Soldiers and gear are irrelevant for this mission, as you'll be flying in the JU-88.



## MISSION WALKTHROUGH



Your job on this mission is to flip back and forth between the four gunner positions on the plane, and gun down enemy fighters as quickly as possible. Switch gunner positions by switching soldiers; pressing [1], [2], [3], and [4] is the default key configuration.

Here are the gunner positions:

- Gunner 1 looks forward, from on top of the plane.
- Gunner 2 looks backward.
- Gunner 3 is beside Gunner 2, also looking backward.
- Gunner 4 looks forward, but is underneath the plane.

## CHAPTER 5: OPERATION NOMAD

No matter what we tell you, this mission comes down to your gunning ability. Still, here are some tips that will help:

- The rear gunner positions (2 and 3) are most important, as that's where the fighters attack from. Spend most of your time back there.
- If you're looking back at a fighter and it accelerates past your plane, you can quickly switch to a front gunner position (1 or 2) and gun it down. Then switch back to the rear.
- Your best shots are when the planes are at medium range, following you, and just about to start firing at you. Firing at planes that are just specks in the sky won't help.
- Reload during down time, just as you would with any other weapon.
- Fire in quick bursts until the target is quite close and visible. Leave off for a second if you lose sight of your target in your own muzzle flash.
- Look around. Positions 2 and 3 have a much better range of motion than 1 and 4.
- You don't have to lead your target much. For the most part, aim squarely at the enemy planes.
- Your plane will get torn up even if you're successful. Don't worry about keeping the plane in perfect condition—just get it through!



That's all there is to it. For what it's worth, we had the best luck when spending almost the entire time at Position 2, only switching to 1 or 4 briefly when a plane passed us.

Prepare to try this one a few times. It definitely gets easier with experience.

A black and white photograph of a soldier wearing a helmet and aiming a handgun. The soldier's face is partially visible through the helmet's visor, and the handgun is held in front of the face, pointing towards the viewer. The background is blurred, suggesting an outdoor setting.

## 6: OPERATIONS SEAWOLF & STRANGER

**T**his pair of short operations takes you from the frigid waters of the North Atlantic to the steaming jungles of Burma. Your stealth skills will be tested in the first operation, while the second operation is more oriented toward combat.

## OPERATION SEAWOLF, MISSION 1: STEAM PIPING

The heavy cruiser TIRPITZ and the light minelayer OLAF are docked in a Norwegian fjord. Your tasks are to lay mines at strategic places on both ships and to steal the code-breaking Enigma device from the OLAF—without raising the alarm on the TIRPITZ.

In summary:

- Mine the TIRPITZ (Primary Objective).
- Mine the OLAF (Primary Objective).
- Steal the Enigma device from the OLAF (Primary Objective).
- Do not sound the alarm on the TIRPITZ (Primary Objective).
- Return to your drop vessel (Primary Objective, assigned during mission).
- Locate the book of codes (Hidden Secondary Objective).
- Locate navigation plans (Hidden Secondary Objective).
- Keep all squad members alive (Hidden Secondary Objective).

## RECOMMENDED SOLDIERS AND GEAR

We recommend using the default (computer-assigned) soldiers and gear for this mission. The default selection provides the appropriate diving gear and provides your men with silenced Sten guns and De Lisle Commando Carbines. The commando carbines are the weapon of choice for most of the shipboard part of this mission, as they combine silence with excellent power and very good accuracy. This makes them more useful than the Sten guns for precise, medium-range takedowns of unaware shipboard targets.

## MISSION WALKTHROUGH

Your men start out in the water, somewhat south of the two vessels. Select a team member, order the rest of the team to follow him, and start swimming north toward the TIRPITZ (the larger of the two ships).

### NOTE

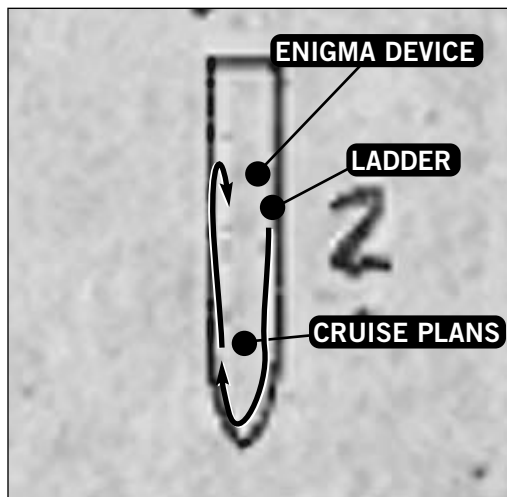
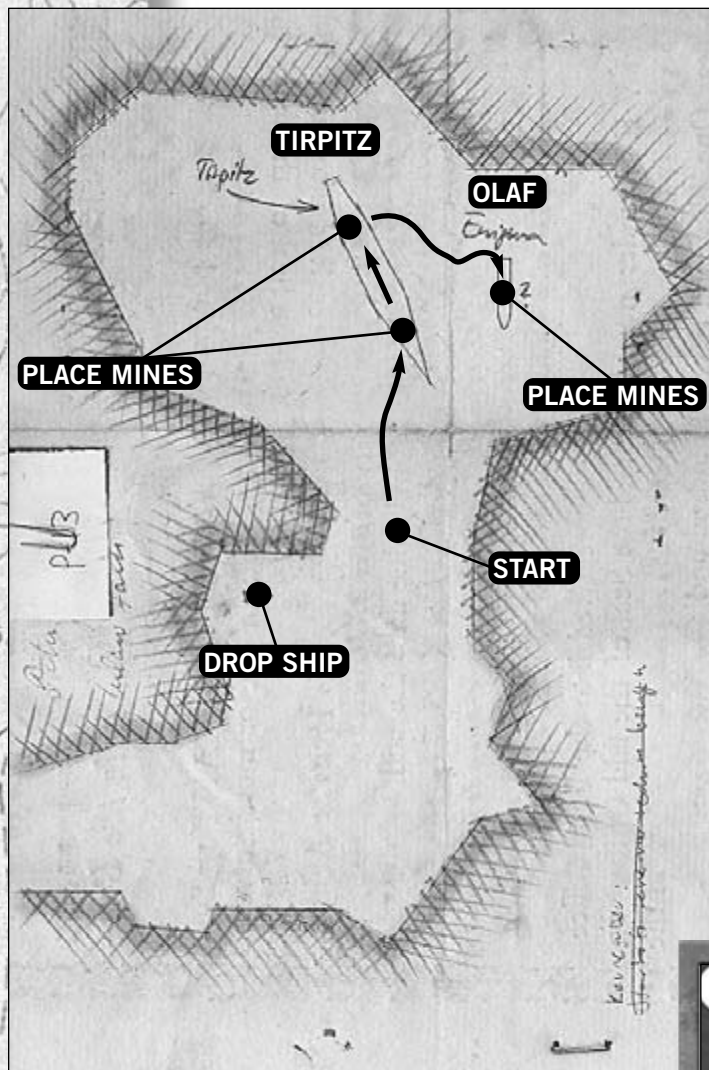
**Don't worry about getting detected while you're in the water. You're only at risk while you're aboard a ship.**





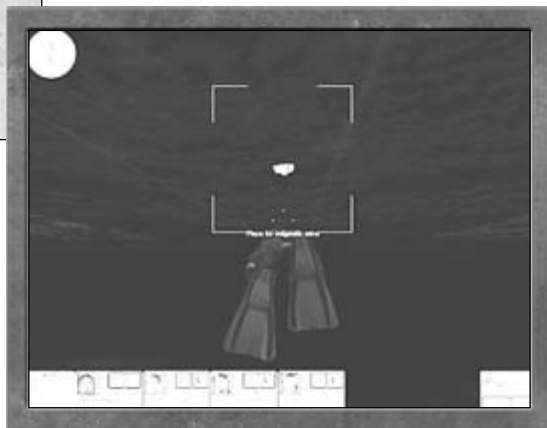


## HIDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE



When you reach the southern edge of the TIRPITZ, swim down to the very bottom of the hull. Then start swimming north along the ship's center line. There are two spots to place mines down here, and both are along the center line of the hull. They appear as glowing red spots.

Place a mine at the first spot, and then proceed to the second. You'll need to switch to another team member to place the second one, as each team member carries just a single mine.





## CHAPTER 6: OPERATIONS SEAWOLF & STRANGER

When this is accomplished, swim over to the OLAF. As with the TIRPITZ, start at one end of the ship and swim along the bottom of the hull, looking for red dots. There's only one spot to put explosives here, and it's just slightly off-center from the bottom of the hull.

When both ships are mined, it's time to board the OLAF. The boarding ladder is on the side opposite the TIRPITZ, near the middle of the ship.

Get a single team member onto the ladder, without actually sending him all the way to the top. Order the rest to freeze where they are, in the water. This is a good time to save the game.

### NOTE

**Remove your scuba gear before surveying the ship. It can be dropped off near Olaf's front cannon, and picked up again before evacuations. This will help you move easier and faster.**

Have your selected team member (preferably with a De Lisle Carbine) wait on the ladder several feet from the deck, watching for enemy patrols. When no guards are looking, get him on board and have him creep south, toward the front of the ship.

As you move toward the front of the ship, gun down guards whenever they're at medium range. Aim for the high torso; don't aim for the head if the guard has a helmet, as you can't risk hitting the helmet in this stealth-oriented mission.

### NOTE

**Save the game frequently, after gunning down a guard and waiting a moment to make sure nobody else is around. Reload immediately if anyone fires at you; the sound of un-silenced gunfire will set off the alarms on the TIRPITZ, and ruin the mission.**

At the front of the ship, watch for guards both on your level and on the two levels above you. Gun them down before they start shooting you.

Try to take down enemies when they're in shadowy areas. You might want to drag bodies out of bright spots, to prevent wandering guards from seeing them immediately.



Work your way to the front of the ship first, constantly looking back to see (and gun down) guards that walk down the ladder behind you.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

### NOTE

**Listen for opening doors; many of the guards go in and out of the ship on their patrol routes.**

When the front of the ship is clear, make your way back along the other side, clearing out more guards. Then go up the ladder to the second floor, and then the third floor. Now the entire exterior of the ship is cleared (though remember, a guard might still emerge from the ship's interior).



Enter the second-floor doors near the front of the ship and clear out anyone left in the lounge up here. There's probably only one fellow left up here.

The ship's cruise plans are lying on a table in here. Pick them up to complete a secondary mission objective.

Now go back down to deck level. Enter the southern-most door first, and clear out the ship's medical facilities if they aren't already empty. Then check the central part of the ship, a red-hued room where the engines are located. This is probably empty as well.

Finally, enter the farthest door to the stern, on deck level.



## CHAPTER 6: OPERATIONS SEAWOLF & STRANGER

Inside, slowly make your way toward the back of the ship, opening every door along the way. You'll probably have to shoot a guard patrolling the halls in here, and you'll get an opportunity to shoot a guard sleeping in his bunk.

Near the very back of the ship is a door labeled "Kapitan." Take it, and take the door beyond it. You'll find a third door, which leads to the actual captain's quarters.



Open this door and lean into the room. The captain is behind his desk; shoot him squarely in the head before he gets up and tips the desk over to defend himself.

### NOTE

The captain is an extra-durable fellow, so a head shot is the recommended way of dispatching him.

Enter the captain's quarters and go through the only other door in the room. This leads to a small cabin with the Enigma device. Grab it.





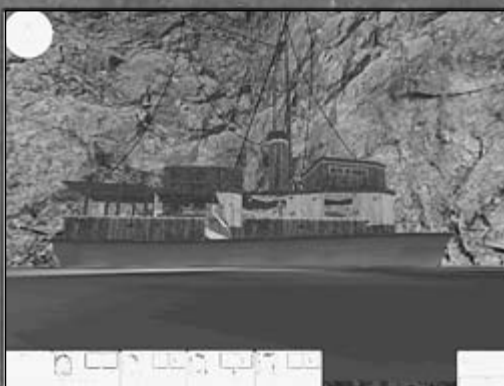
## HIDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Turn right and look on the floor near the captain's bed. Notice the secret door there. Open it up; inside you'll find a book of codes and some navigation plans. Grabbing this stuff completes the mission's secondary objectives.

Return to the deck of the ship. Have all four team members crawl back down the ladder and get in the water.



Issue a Follow command, and swim all the way back to the drop ship to complete the mission.



### NOTE

**You may board the mini-submarines at your initial starting point to speed up the return trip, but it's fine to ignore them and just swim to the exit point.**

## OPERATION STRANGER, MISSION 1: ANTHILL

A force of Axis troops will soon be headed across a key supply bridge in the Maymyo peninsula. Your task in this Burmese mission is to destroy this bridge and also to find out what all the trucks in this area are transporting. When it becomes clear what the trucks are hauling, you'll receive some extra objectives and finally be told to move to the escape point.

There are also several other, purely optional secondary objectives, detailed below.

The main difficulties here are the dense jungle foliage, which conceals a lot of activity, and the numerous machine gun bunkers scattered across the map. You'll need to either proceed with extreme stealth or take out the occupants of most of these bunkers (or a combination of tactics) to succeed.

## CHAPTER 6: OPERATIONS SEAWOLF & STRANGER

In summary:

- Destroy the bridge (Primary Objective).
- Find out what all the trucks are transporting (Primary Objective).
- Locate technical documentation for the aircraft parts (Primary Objective, assigned during mission).
- Destroy the aircraft parts (Primary Objective, assigned during mission).
- Gather at the escape point (Primary Objective, assigned during mission).
- Find the Japanese officer's katana (Hidden Secondary Objective).
- Destroy the radio station (Hidden Secondary Objective).
- Recover Allied dog tags (Hidden Secondary Objective).
- Keep all squad members alive (Hidden Secondary Objective).

## RECOMMENDED SOLDIERS AND GEAR

After choosing the default weapons, make sure that one of your soldiers has a sniper rifle with optics (preferably the Enfield Mark I with optics), and the other three have silenced weapons. De Lisle Commando Carbines and Sten Gun Mark II with silencer are the recommended choices. These weapons will allow you to pick off enemies from afar, but proceed in relative silence when you need to attack up close.

You'll also need a few explosives packs, and it doesn't hurt to carry lots of grenades as well. Automatic weapons selection takes care of all that for you.

## MISSION WALKTHROUGH

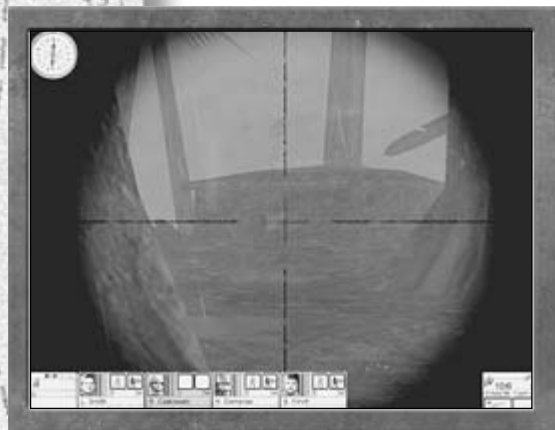
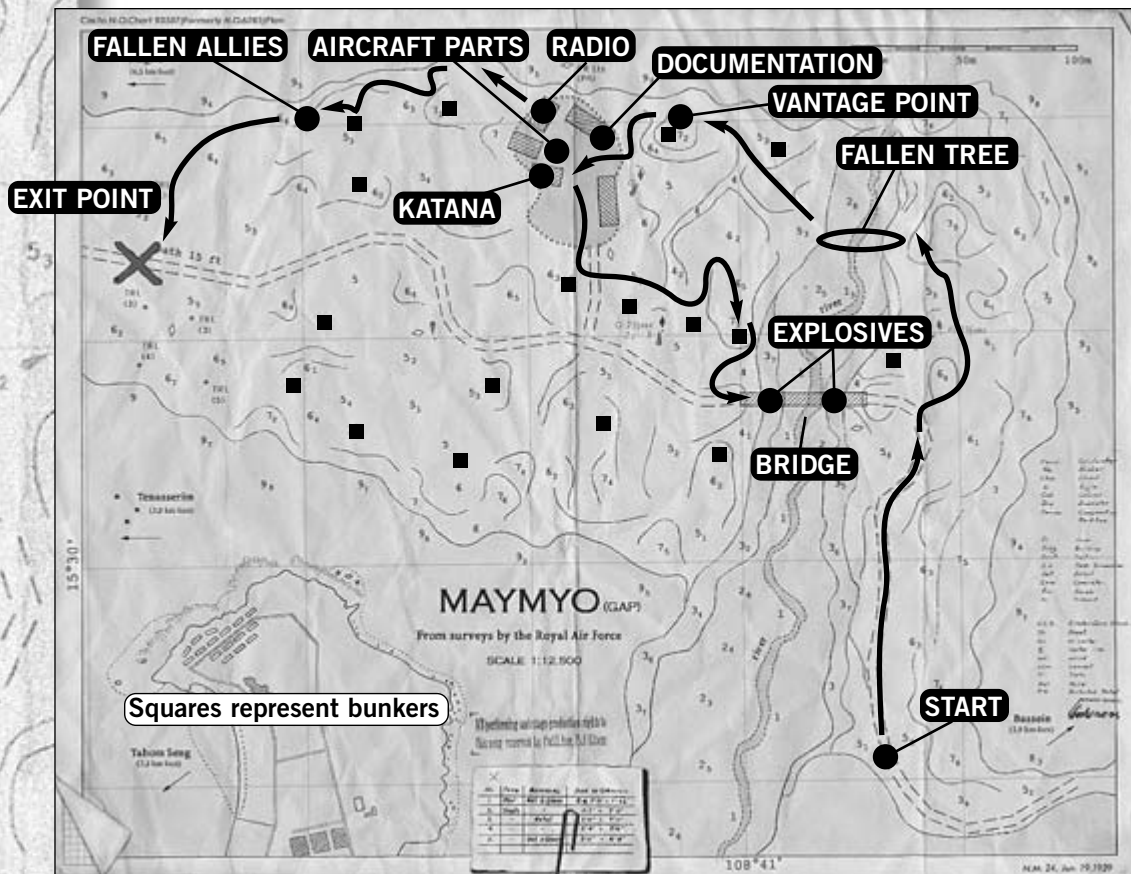
You start at the spot indicated on the map. Take control of your sniper and order the rest of the group to silently follow in a line formation.

Kneel down and start creeping north, using your scope to scout down the path. A few guards are on patrol; gun them down as soon as they come into view. Keep moving slowly north.





## HIDDEN & DANGEROUS™2 PRIMA'S OFFICIAL STRATEGY GUIDE



As you approach the main bridge, go slowly. There's a single machine gun bunker on this side of the bridge; you can either creep into position to shoot the gunner through his machine gun window, or sneak around back, open the door, and quickly gun him down from behind.

### NOTE

- Most machine gun bunkers are occupied by a single gunner. A few may be empty, especially if you use loud weapons and thus draw the gunners out of their bunkers.

## CHAPTER 6: OPERATIONS SEAWOLF & STRANGER

When you kill this gunner, the soldiers stationed across the bridge are likely to be alerted. Staying well back from the bridge, quickly turn the sniper rifle onto any soldiers on the other side.

You may also be able to shoot the gunner out of one of the opposite-side bunkers north of the bridge, but this is dangerous and not recommended.

When no more enemies are appearing on the other side of the bridge, gather your team and take them further north, to the spot labeled “Fallen Tree.” Here, a tree has fallen across the gorge and formed a makeshift bridge.

Two enemies are hacking away at the fallen tree with hatchets, on the other side of the gorge. Hunker down and pick them off. A third may run into the area; take him down too.

After making sure nobody else is coming, have the sniper start to crawl across the tree bridge. Move very slowly. When he gets about halfway across, carefully aim and shoot the gunner through the window of the nearby machine gun bunker (slightly to the northwest), and then hunker down and watch for patrolling guards for a minute or so.

When all's quiet, order this team member to Fire at Will, and then individually select the other three and run them across the tree bridge as well.

At this point your whole team is on the west side of the gorge. Have the entire team creep northwest along the indicated path, slowing down when you approach the bunker at the spot labeled “Vantage Point.”

### NOTE

It's crucial to stay in the foliage and not approach the bridge, or else you'll be vulnerable to machine guns on the other side.







## HIDDEN & DANGEROUS™2 PRIMA'S OFFICIAL STRATEGY GUIDE



At Vantage Point, send a stealthy team member in to open the bunker door and kill the gunner inside. Then array your team on their bellies at various spots around the bunker and take control of the sniper. Order the others to Fire at Will.

The sniper will have a good view down into the village. Start firing cautiously from a prone position, inching back into cover after every shot. Then get more and more aggressive, until no more targets are visible down in the village or its environs.



Send a stealthy team member with a De Lisle Carbine down to investigate the village. When it's clear that nobody remains down there, approach the spot labeled "Aircraft Parts." Here you'll find the cache of aircraft parts that the Axis has been stockpiling.





## CHAPTER 6: OPERATIONS SEAWOLF & STRANGER

This causes a new objective to appear: Collect the technical documentation for these parts. You'll find the documentation in a shack nearby; it looks like a large book. Grab it.

Yet another new objective now appears: Destroy the aircraft parts. This is easy; simply lob a grenade or two into the pile, and watch it blow. Be sure to hunker down for a few moments afterwards, as the explosion will attract any nearby soldiers you overlooked.



While you're here, put a bullet into the village radio and grab the Japanese officer's katana. Both items are marked on your map, and both actions complete secondary objectives.

Now it's time to take down the bridge. Send your stealthiest team member along the path leading south from the village toward the bridge (refer to the map). Take out the gunners in the machine gun bunkers along the way; be thorough and take the path indicated on the map.

### NOTE

Note the machine gun bunker south of the road, near the bridge itself. You can fire through its window and kill the gunner when you're close to the bridge; if you don't, the gunner might attack while you're laying explosives.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE



At the spot marked "Fallen Allies," locate the Allied corpses near some fallen logs. Grab their dog tags to complete a secondary objective.



When you're sure the area around the bridge is clear, place the explosives at the farthest point on the bridge. Then get off the bridge in a hurry, and watch it explode.

Rejoin the rest of the team in the village, being careful not to stray into areas where you haven't cleared the bunkers.

Now follow the path drawn along the northern edge of the map toward the exit point, clearing bunkers along the way. Watch for a patrolling soldier or two as well.



A few Japanese soldiers guard the exit point. Have your team creep up, then give an order to Fire at Will, and take them down. Move everyone into the vicinity of the exit point to complete the mission.

## OPERATION STRANGER, MISSION 2: MOUNTAIN KING

Members of a different Allied unit have attempted to storm a bunker atop a hill. They met with stiff resistance and need your help.

The bunker is a complex network of tunnels crowning the hill, and cleaning it out is certain to be tough.

## CHAPTER 6: OPERATIONS SEAWOLF & STRANGER

Your task in this mission is very direct and to the point: Take that bunker, and then get out. In summary:

- Capture the bunker atop the hill (Primary Objective).
- Proceed to the exit point (Primary Objective, assigned during mission).

### RECOMMENDED SOLDIERS AND GEAR

As usual, the default configuration is pretty good. We recommend a sniper bearing a rifle with optics; another team member can carry a BAR (Browning Automatic Rifle), a large-caliber gun suitable for quickly dealing with enemy rushes. The other two team members can carry Sten guns, De Lisle Carbines, or whatever else you prefer. These are typically the weapons dealt out when you automatically assign gear.

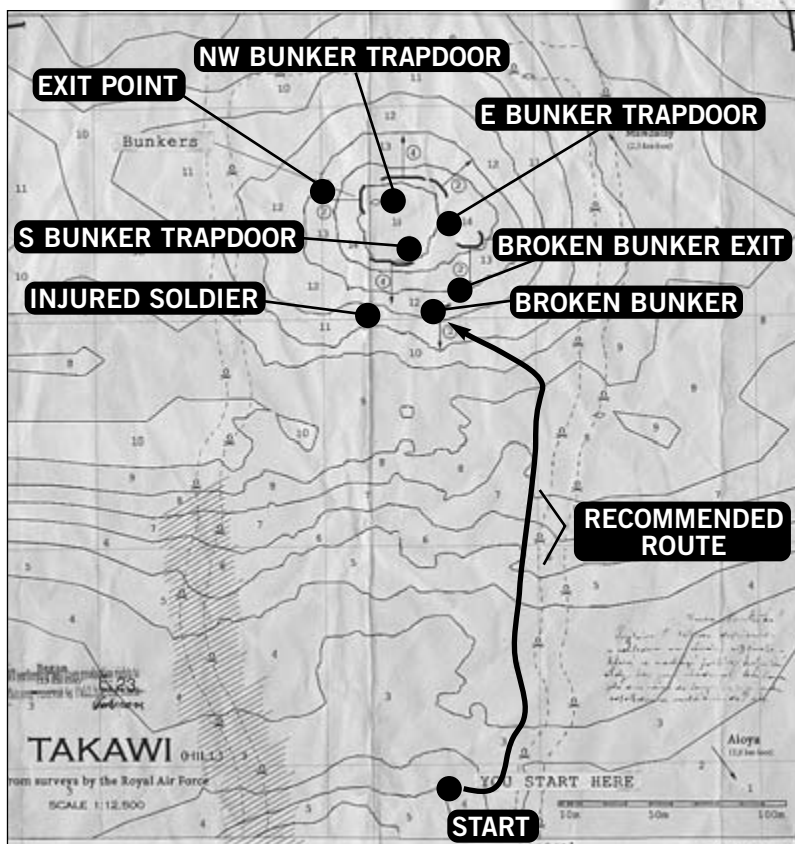
Make sure your sniper has a pistol.

Grenades are particularly useful for dealing with the messy business of cleaning out tunnels. We recommend that you bring lots of them.

### MISSION WALKTHROUGH

When the mission starts, your task is to get up the hill. You can either take the “Tank Route” or the “Recommended Route.” The Tank Route is not marked on the map, but it’s easy to follow: Just run due north until you see the Allied tank, then follow it up the hill, shooting enemies as they appear.

The Recommended Route is drawn on the map and tends to be less risky. We’ll assume you’ll take that route.





## HIDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE



Proceed along the Recommended Route at normal walking speed, in a V formation. Let your men Fire at Will; they can see much better in the tall grass that covers parts of the hill than you can.

Whenever enemies are sighted, use the Tactical Mode view to spot them, and then either gun them down or hit the dirt and let your teammates do the job.

### NOTE

**Don't drift too far to the east, or your men will discover a Japanese minefield the hard way.**

Save the game frequently as you advance; a stray mortar shell can undo all your hard work, and it's no fun to keep starting over.

At the spot marked "Broken Bunker," you'll find a shell-shocked soldier who refuses to go any farther. Hunker down in the ripped-open bunker and deal with a small onslaught of Japanese troops from above.

### NOTE

**There's no need to go to the spot marked Injured Soldier, where one of your allies has stopped to perform first aid on a comrade. It's only marked as a point of reference.**

When the area around the broken bunker is clear, leave two men to guard the entrance. Then, take your sniper and a team member with a fast-firing submachine gun, and climb the ladder at "Broken Bunker Exit." Open the trapdoor and get out.



## CHAPTER 6: OPERATIONS SEAWOLF & STRANGER

Snipe a Japanese gunner in an intact bunker due north of your position, then wait for possible attacks from atop the hill. Cautiously advance and take out a second Japanese soldier through the window of the bunker.

Cautiously move your two men to “S Bunker Trapdoor.” After making sure the area is clear, open the trapdoor here.

There are enemies inside the bunker; we recommend throwing a defensive grenade down there, and then lying flat to see if it cleared out the area. When you’re sure it’s fine, drop into the bunker.



You’re now in the main bunker that must be cleared out. It’s a network of tunnels that cuts through the top of the entire hill. Originally the tunnels all connected, but a cave-in now separates the bunker into two halves.

Have your sniper put away his rifle and draw his pistol.

Slowly proceed through this bunker, controlling the submachine gunner and having the sniper follow behind him. There are multiple spots where you’re forced to expose yourself to fire from many angles. Whenever this happens, lob a grenade down the hall. Even if it doesn’t kill your enemies, it will draw them out. Gun them down as they appear.

### NOTE

Your close-combat skills will be tested here. Refer to chapter 3 for close-combat tips, and make heavy use of your ability to lean around corners. Also, as already suggested, make heavy use of grenades. They make this job much easier.





## HIDDEN & DANGEROUS™2 PRIMA'S OFFICIAL STRATEGY GUIDE



In the process of clearing out this bunker, you'll find the cave-in that cut it into two halves. A hole gives a view of the other side; snipe the soldier on the other side.

You'll also find a ladder leading up to "NW Bunker Trapdoor." Don't take it.

When you're certain that this half of the bunker is completely clean, set these two men to defensive positions, and take control of the team members remaining at Broken Bunker.

These two remaining team members probably are equipped with a BAR and some kind of silenced weapon. Take control of either one, and order the other to follow. Go up the ladder and out the trapdoor at Broken Bunker Exit.

More Japanese soldiers have probably appeared on the hill by now, so crouch and move carefully toward "E Bunker Trapdoor." Make sure the non-controlled team member is set to Fire at Will.

At E Bunker Trapdoor, open the trapdoor and fling down a grenade. Then proceed down the ladder and start clearing out the eastern half of the bunker, using the same techniques as before.

When all Japanese soldiers have been cleared out of the bunkers, you'll receive a message.



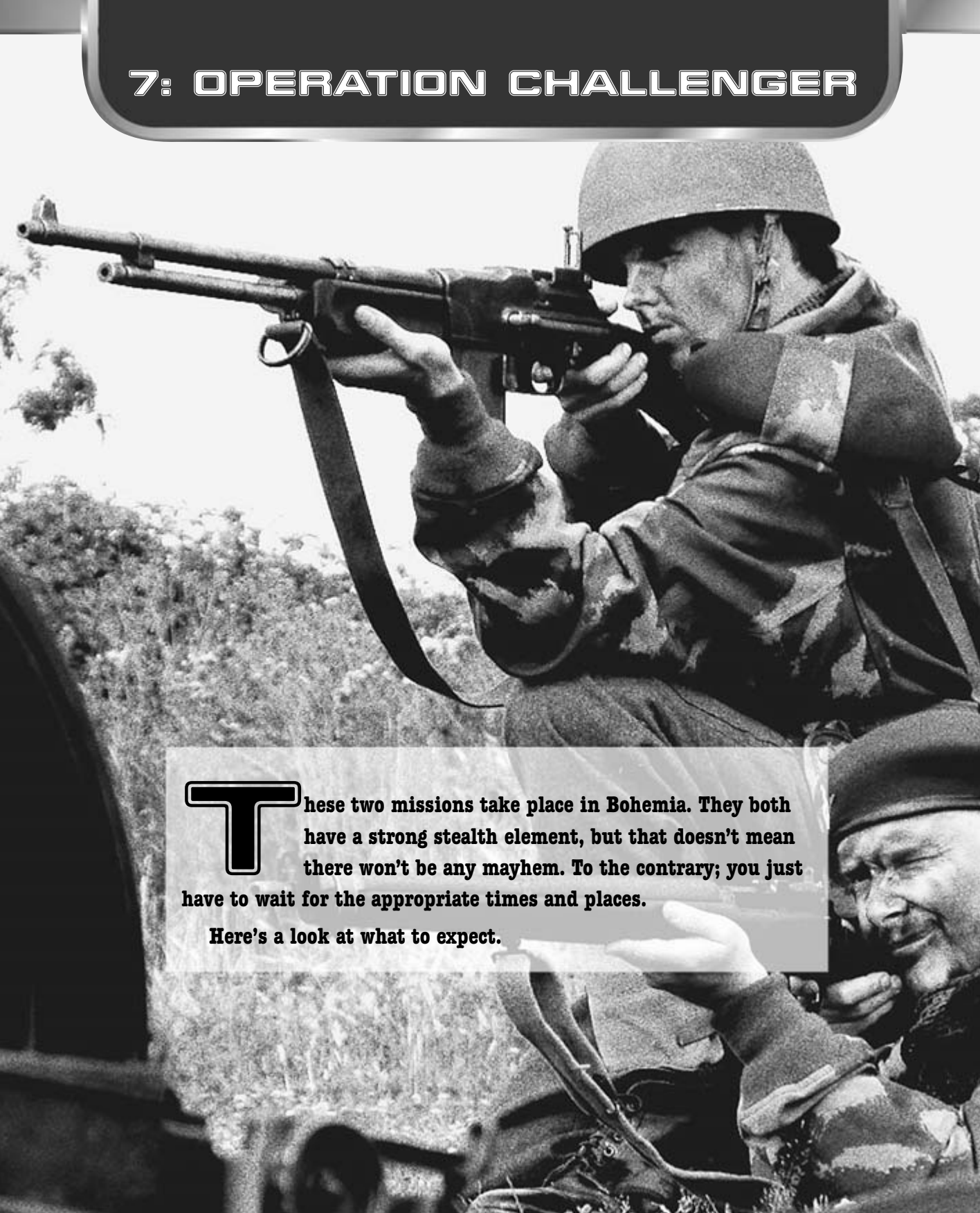
Gather your troops on top of the hill, and make your way west toward the exit point. Move slowly, as you probably missed a few Japanese soldiers on the western face of the hill.

The mission is a success when your soldiers are all gathered at the exit point.





## 7: OPERATION CHALLENGER



**T**hese two missions take place in Bohemia. They both have a strong stealth element, but that doesn't mean there won't be any mayhem. To the contrary; you just have to wait for the appropriate times and places.

Here's a look at what to expect.



## OPERATION CHALLENGER, MISSION 1: BABES IN THE WOODS

The point of this entire operation is to infiltrate Adler Castle and to learn the names of various spies and traitors from the documents held therein. To do this, you'll need to acquire the uniform and papers of a German truck driver (as well as his truck) and infiltrate the castle under cover.

In summary:

- Acquire papers from the driver (Primary Objective).
- Acquire uniform from the driver (Primary Objective).
- Depart for the castle in disguise (Primary Objective).
- All civilians must survive (Hidden Secondary Objective).
- Sever the telephone line (Hidden Secondary Objective).
- Destroy the armored vehicle (Hidden Secondary Objective).
- All team members must survive (Hidden Secondary Objective).

## RECOMMENDED SOLDIERS AND GEAR

By now you know what a typical team should include: A sniper carrying a rifle with optics, a stealthy soldier with a silenced De Lisle Carbine, and two team members with either silenced submachine guns or carbines to provide fire support.

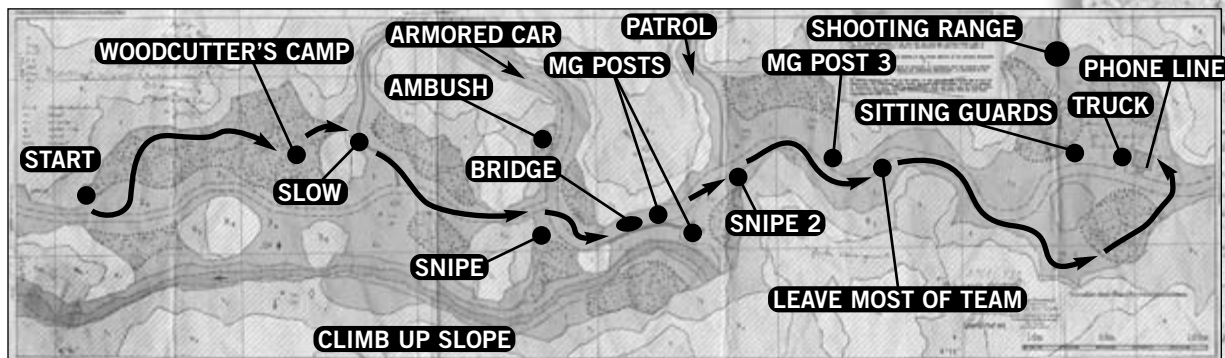
This standard recipe works well for Operation Challenger. We recommend adding a Bazooka (you only need one shot, but bring one extra rocket just in case).

### NOTE

**You could substitute an anti-tank mine for the Bazooka and possibly make the mission even easier, but our walkthrough assumes you took the Bazooka. Either weapon is fine.**



## MISSION WALKTHROUGH



There are three soldiers on the road nearby as the mission starts. Take control of the sniper, quietly order the team to follow, and lie down on the road to get a good shot. Pick them off.



Follow the path drawn on the map that leads toward “Woodcutter’s Camp.” At this spot, three civilians cut wood while a few soldiers oversee them. Lie down in the shadows of the trees and pick off the soldiers, sparing the three woodcutters. Leaving the woodcutters alive scores you a secondary objective when the mission ends.

When all’s quiet, run the whole team ahead to the spot marked “Slow.” Slow down and look east from the shadows as you move through this area. You’ll probably see a few soldiers in that direction; gun them down.

**NOTE**

Watch out for a patrol with a guard dog. They sometimes pop up here, and sometimes do not. Taking it slow and sticking to the shadows helps you deal with them if they do show up.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Now follow the road east through the narrow passage between two cliffs. Keep in mind that you'll encounter a few more patrolling soldiers on the road, so move slowly, keep your team together, and allow them to Fire at Will; V Formation works well.



On the other side of the cliffs, split the soldier with the Bazooka off from the team. Send him north and park him at "Ambush."

### NOTE

It's best if the Bazooka man isn't your sniper as well.

Take control of the other three commandos and move them slowly south toward "Snipe." As you approach this area, watch for an enemy on the cliffs to the south, and several enemies on the bridge to the east. Keep moving slowly south to reveal more targets, picking them off as you see them.



### NOTE

There's a machine gun post on the bridge and one slightly beyond (and above) it. There's also a truck on the bridge, which takes off as soon as you attack. Don't worry about the truck, but do keep the enemy from manning those emplaced machine guns.

While you're sniping at the bridge you should be keeping one eye to the north. When the APC appears up there, quickly switch to your Bazooka man.

## CHAPTER 7: OPERATION CHALLENGER

When the APC is close to the Bazooka man, fire a single rocket into the side of the APC's tread. This destroys it. (A direct hit on the front, on the other hand, does not.)

Rejoin the Bazooka man with the team, and slowly move them across the bridge.

### NOTE

**There are boxes with ammo and grenades near the two machine gun posts, so stock up if you need to.**



Now cross the road and head toward the spot marked “Snipe 2.” Park most of your team to the south of a boulder here; then, send the sniper (or the sniper and a single companion) slightly east along the road, toward “MG Post 3.” Snipe the guards at this post and then retreat to “Snipe 2.” Wait and watch for anyone approaching along the road—but more importantly, watch for a patrol that moves in from the woods to the north. Take everyone down.

When all's quiet, move slowly east along the road, taking down a few guards where the road becomes a narrow gorge.

At the spot marked “Leave Most of Team,” do just that. Take control of a stealthy commando with a De Lisle Carbine, and have the rest of the team freeze or hold position. Make sure they DON'T have a clear view of the sitting guards up ahead; if they fire at the wrong time they'll ruin your plans.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE



Move the stealthy commando along the indicated path that leads toward “Phone Line.” You’ll need to stay low and stick to the shadows; also, you need to shoot a single guard that’s patrolling in the woods.

### NOTE

**There’s a firing range to the north, so don’t panic if you hear pistol fire.**

As you cross the road to approach Phone Line, lie prone and crawl quickly to avoid notice by the pair of sitting guards. Do not fire at the sitting guards; causing a commotion near the guardhouse will result in an officer placing a call to the castle, and your mission will fail.

At Phone Line, you’ll find a phone box mounted on the side of the guardhouse. Use your action key to disable the phone to Adler Castle.

### NOTE

**Now you can make noise without fearing a mission-ending phone call. However, you should still try to be stealthy.**



Crouch-walk south into a hidden nook next to the front door of the guardhouse. Press right up against the house (near the door). You’ll hear a conversation between a truck driver and an officer start up inside the house.



## CHAPTER 7: OPERATION CHALLENGER

When the conversation starts, creep back north and wait in the shadows behind the house. Position yourself so the truck blocks your view of the two sitting guards, and you can see around the corner of the house.



Eventually the truck driver comes out of the house, takes a puff on his cigarette, and approaches his truck to leave. Emerge from in back of the house JUST BEFORE he reaches the truck door. He surrenders as soon as he sees you.

One of the sitting guards near the house has left on patrol, but the other may have noticed the truck driver's surrender—especially if you didn't wait until the driver was close to the truck. If he's alerted, shoot him quickly, before he can use his loud weapon. If he's oblivious, leave him alone.

Quickly capture the truck driver and put on his uniform. Grab his papers as well, and drop your backpack and weapon to complete the disguise. Climb into the truck and hit the accelerator; the mission is a success as soon as you start driving away!

### NOTE

An alternate strategy is to bring your three teammates east AFTER the phone line has been cut, and have them slaughter everyone (save for the truck driver). You still need the truck driver though, so be sure to have your stealthy commando capture him.





### **NOTE**

**Any surrendering soldier will provide you with the appropriate uniform to complete the mission, but only the truck driver has the necessary documents. This means you can kill the truck driver and still beat the mission IF you can get a different soldier to surrender, and give up his uniform. But the truck driver is the only surefire candidate to surrender.**

## **OPERATION CHALLENGER, MISSION 2: ESTATE AGENT**

This mission requires you to infiltrate Adler Castle and grab the secret documents that are central to this whole operation.

You'll need to hand documents to a German officer, make sure your truck gets unloaded, and then meet up with Agent Salter. She'll lead you to the archives, where you'll find the documents you seek. At that point you need to get out alive with Agent Salter.

In summary:

- Hand the documents to the officer (Primary Objective).
- Wait for soldiers to unload the truck (Primary Objective, assigned during mission).
- Contact Agent Salter (Primary Objective, assigned during mission).
- Find the documents in the archives (Primary Objective, assigned during mission).
- Agent Salter must survive (Primary Objective, assigned during mission).
- Flee towards the gate (Primary Objective, assigned during mission).
- Recover stolen painting(s) (Hidden Secondary Objective).

## **RECOMMENDED SOLDIERS AND GEAR**

You'll wear a German uniform for this mission. Take along a knife, an MP40, and a Parabellum as well.

High Health and Shooting are useful here. Stealth is actually not that important, as you'll be in disguise most of the time. The key is not lingering in enemies' line of sight for too long.



**AGENT SALTER**

**SECRET DOCUMENTS (UPSTAIRS)**

**SECRET DOOR TO GOLD**

**SHOW DOCUMENTS**

**IMPORTANT STAIRWAY**

**MAIN GATE**

**SECRET DOOR TO PAINTINGS (UPSTAIRS)**

**START/WAREHOUSE**

**ARCADE**

Burg Adler

entg.

Brenten Zebrack

465805

17, 1872.

N



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

You start out in the castle warehouse. Immediately exit through the large doors, run out into the courtyard, and cross it. Go through a door to the spot labeled "Show Documents."

### NOTE

- Standing in the sight path of regular guards will make your disguise bar go down. Certain guards that you must interact with, however, do not decrease your bar until you've completed any necessary transactions with them.

Let the disguise bar be your guide; keep moving so that nobody can see you for too long.

### NOTE

- You're timed for these first couple of tasks, so hurry.
- You fail if the documents are not delivered promptly, and if you aren't waiting in the warehouse when the guards arrive.

There's a spot on the table for your papers. Place them in the same way you'd lay an explosive. This completes your first objective; now stand here a moment, and you're told to wait for the soldiers to unload the truck.



Immediately return to the spot where you started the mission, and wait there. A soldier will walk up and talk to you. When the conversation's done, you're told that the "Wait for the soldiers" objective is complete.

Now it's time to find Agent Salter.



## CHAPTER 7: OPERATION CHALLENGER

Proceed back across the courtyard and locate Agent Salter. She's in the library; her location is indicated on the map.



Follow Agent Salter as she leads you through the castle, eventually ending up in the archives (marked "Secret Documents" on the map). Avoid staying in guards' vision for too long as you follow her.

When you reach the archives, close the door, save the game, and grab the book on the table. This is what you came for.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Almost immediately, a soldier barges through the door. Shoot him, as well as the soldier in the room to the south. Charge into that room and gun down the third soldier. The alarm is sounded.

Moving quickly, locate the dead guard with the MP40. Shoulder his MP40 and grab all his ammo and his key. Then run back into the corridor leading to the archives, turn your back to Agent Salter, and wait.



Just sit here with your iron sights leveled at the room to the south. Be patient. Over the course of several minutes, five to seven guards are likely to sneak in from either direction. Gun them down when they enter your view; do not be hasty to leave.



When your patience has run out completely, move into that southern room. Open one of the doors leading out of this room and make sure the other is shut. Explore a short stretch of corridor beyond this room carefully, gunning down anyone you see.

Repeat this process with the other door. Then save the game again.



## CHAPTER 7: OPERATION CHALLENGER

### NOTE

**You can also shoot through wooden doors.**

When you reach the top of the “Important Stairway” marked on the map, mow down the soldier in it but pass it for now; stay on the second floor and keep retracing Agent Salter’s path.

At the spot marked “Arcade,” a second-floor archway looks out over the courtyard. Gun down anyone visible in the courtyard from up here and anyone that appears through the door at the other end.



Return to Important Stairway and go down it this time. There’s a door at the bottom; open and close it, playing hide-and-seek with anyone left in the courtyard. Close the door when they see you, and make them open it up; gun them down as they do so.

When you think the courtyard is clear, save the game again and return to the archives.

Order Agent Salter to follow you.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Slowly make your way back toward the courtyard, watching out for stragglers you missed earlier.



Now's a good time to visit the spot marked "Secret Door to Paintings"; it's on your way out. Open the secret door (which is itself behind a painting) and grab one of the rolled-up paintings to complete a secondary objective.



## CHAPTER 7: OPERATION CHALLENGER

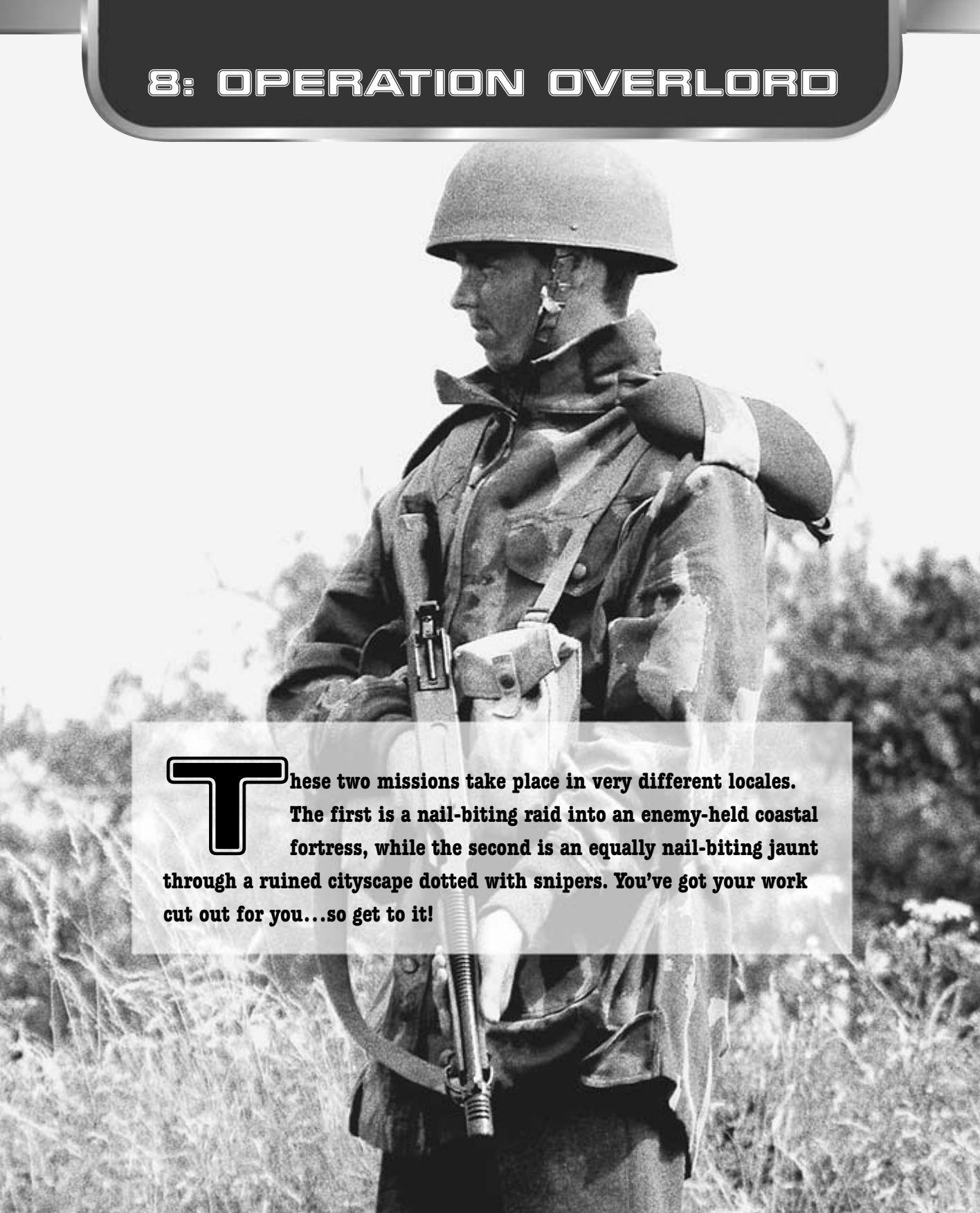
You can also grab a gold bar from the spot marked on the map, if you're strong enough (gold is very heavy). This does not complete a secondary objective, though; it's just a bonus task you can perform if you feel like it.



Return to the archives for Agent Salter and order her to follow you. Run all the way to the Important Stairway, down into the courtyard, and to the main gate to complete the mission.



## 8: OPERATION OVERLORD



**T**hese two missions take place in very different locales. The first is a nail-biting raid into an enemy-held coastal fortress, while the second is an equally nail-biting jaunt through a ruined cityscape dotted with snipers. You've got your work cut out for you...so get to it!

## OPERATION OVERLORD, MISSION 1: LIGHTHOUSE

An island fortress off the coast of Normandy has been seized by Axis forces. It's being used to harass Allied shipping. Due to its strong anti-aircraft defenses, it cannot be assaulted from the skies. It's up to you to take it down from the inside.

Your primary tasks are to take down the cannons—first the actively firing ones, then the dormant ones—and then to turn on the power and activate the light in the lighthouse. A secondary objective is to eliminate the anti-aircraft gunners on the roof.

In summary:

- Destroy cannons shelling the Allied ships (Primary Objective).
- Destroy remaining cannons in the fortress (Primary Objective).
- Turn on the lighthouse power generator (Primary Objective).
- Turn on the light in the lighthouse (Primary Objective).
- Gather in the escape zone (Primary Objective, assigned during mission).
- Destroy the anti-aircraft defenses' crew (Hidden Secondary Objective).
- All team members must survive (Hidden Secondary Objective).

## RECOMMENDED SOLDIERS AND GEAR

A typical team works for this mission. High Health and good Shooting ability are useful.

Bring along at least three satchel charges. This allows you to take down the active cannons. You can find more charges inside the castle later and use those on the dormant cannons.

Though most of the action takes place indoors, it's useful to bring one sniper rifle. This allows you to quickly take down enemies on the castle roof. The other team members should have silenced De Lisle Carbines and silenced Sten guns.

You're forced to wear diving gear, so you won't have access to backpacks or much extra equipment.

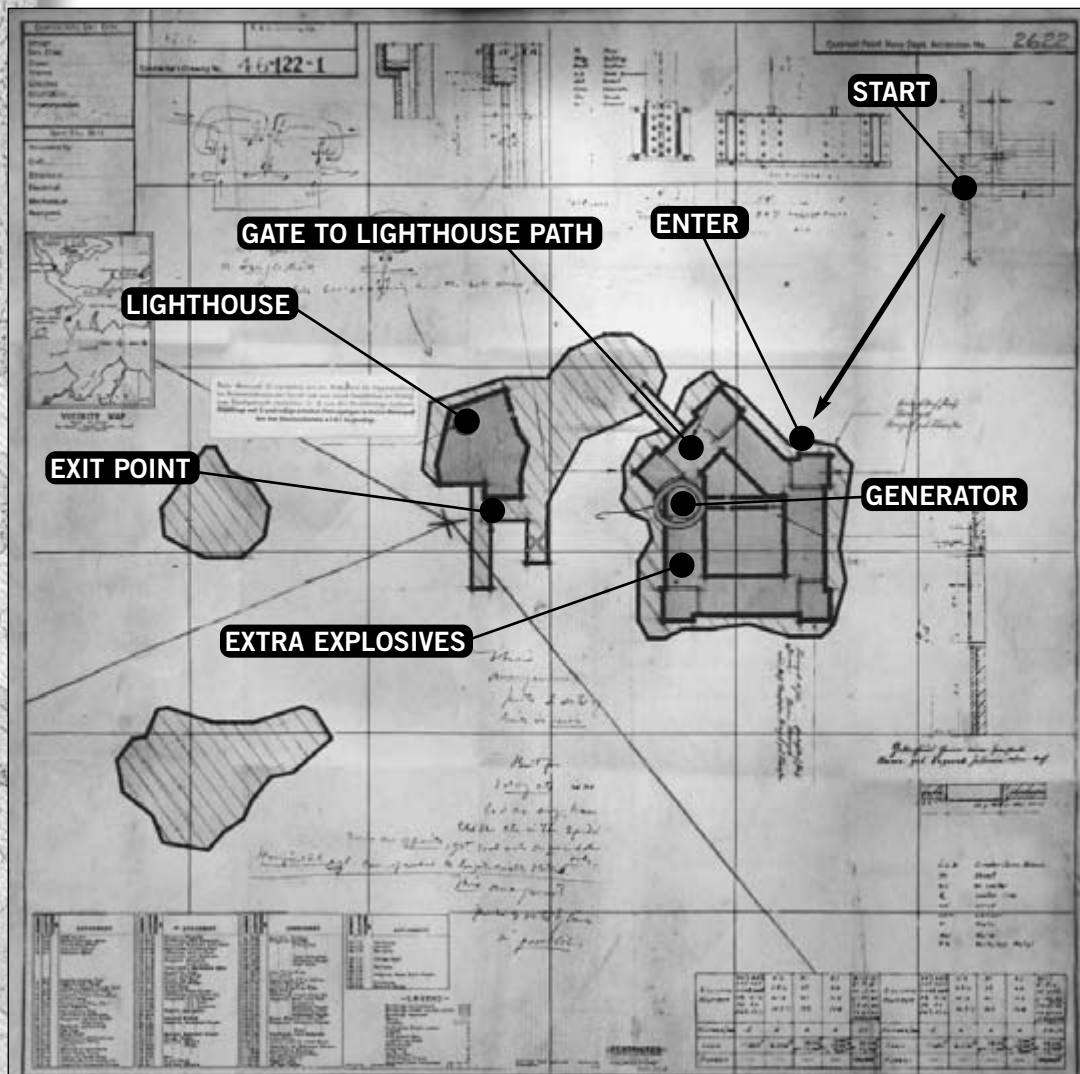
## MISSION WALKTHROUGH

Your crew starts in the ocean northeast of the castle. Before going too far, take a moment and learn the castle layout.





## CASTLE LAYOUT



### Ground Floor

The lowest level contains the basement; below that are the sewers, by which you'll enter. The basement is mainly used for storage, so you shouldn't spend much time there.

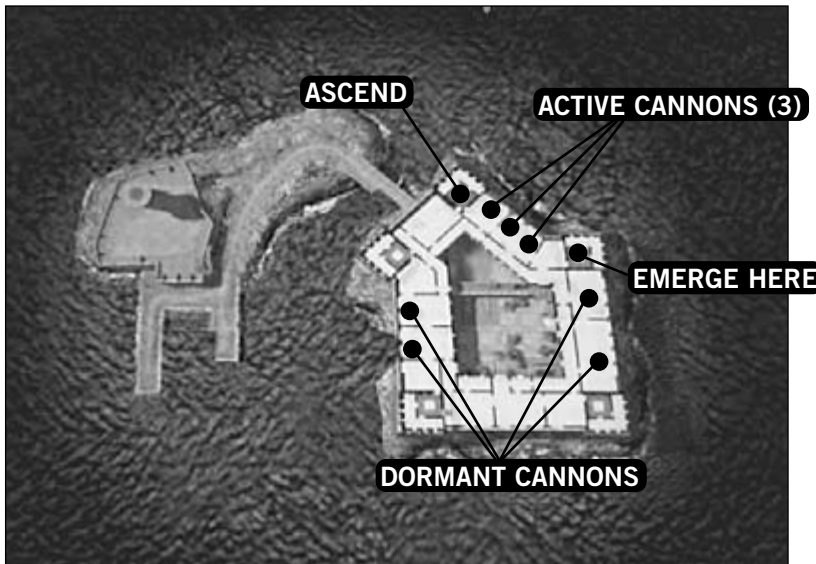
Ground level (first floor) is where you'll find extra explosives and also the power generator for the lighthouse. It's also where the path leading to the lighthouse is found.



## CHAPTER 8: OPERATION OVERLORD



Basement



Second Floor

The second floor is where all the cannons are placed. The cannons ring the outer wall of the castle.

Above the cannons, on the rooftop, are snipers and anti-aircraft gunners.

The castle features a central courtyard, which is a dangerous place to go (until you've weeded it out from the rooftop).

While the castle may initially seem massive, it's actually small. Lots of redundant doors and small corridors lead into the same areas, which makes the castle seem bigger than it is.



## WALKTHROUGH



Now that you have a general understanding of the castle, start the whole team swimming toward it.



Enter the underwater tunnel at the spot marked on the map (it's just a rough tunnel hewn from the rock, NOT a tunnel covered with a metal grate), and swim up until you surface inside the castle. Climb a set of stairs, then climb a ladder. You're now on the main floor.

Have the entire team discard their diving gear. It's not needed at this point, and it slows you down.

Take the door leading out into a corridor, then take the door to the left and go up a flight of stairs, stopping at the first passage leading out of the stairwell. You're now on the second floor; this is where the cannons are.

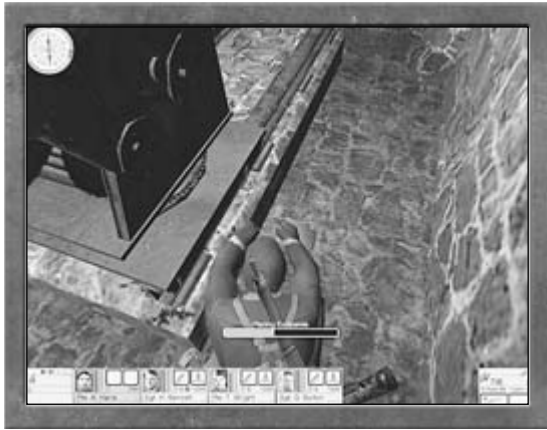
### NOTE

If you went down this stairwell instead of up, you would end up in the basement. We've provided a map of the basement, but there's not much of interest down there. We recommend avoiding it.

You're now at the spot marked "Emerge Here" on the second floor map.

## CHAPTER 8: OPERATION OVERLORD

Slowly move your team through the rooms with the three active cannons, which are displayed on the map. Take down the gunners and guards in here. Peek into the adjacent rooms and make sure those are clear.



When you're reasonably sure that most enemies near the active cannons are neutralized, use your three satchel charges to destroy all three. Destroy them one at a time, and hustle your team out of the vicinity before each charge blows.

Make a tour of the second floor, noting the locations of the dormant cannons and clearing out more resistance. Avoid the central courtyard as much as possible.

When you're through here, head to the stairwell marked "Ascend" (though really, any stairwell will do) and make your way up as far as you can go.

You're now looking at a door that leads onto the roof. Take control of your sniper and have everyone else hang back. Open the door and cautiously pick off rooftop targets.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE



There are several anti-aircraft guns up here, and several small towers, which guards like to lurk in. Methodically clear everyone off the roof, advancing slowly whenever you run out of targets.

### NOTE

**Taking out everyone on the roof fulfils the anti-aircraft secondary objective.**

When all rooftop targets are gone, snipe down into the courtyard, and also shoot anyone you can target near the lighthouse. Watch out for the sniper atop the lighthouse. Be thorough and make the most of your excellent vantage point.

Head back down to the ground floor. (But don't go into the basement!) Move toward the "Explosives Cache" marked on the map, watching for more guards as you proceed.



At the explosives cache, grab four more satchel charges. Then get back up to the second floor and destroy the four dormant cannons marked on the second-floor map.



## CHAPTER 8: OPERATION OVERLORD

Return to ground floor, and proceed to the “Generator Room” marked on the map. Kill a guard in here and flip the wall switch. This restores power to the lighthouse.



Fight your way to the front gate, also marked on the map, and exit the castle. Make your way toward the lighthouse. If you were diligent about sniping while you were up on the castle roof, you won't encounter much resistance on the way to the lighthouse.

Have a team member with a submachine gun lead the way inside the lighthouse and up the ladder. There may be one or two guards near the top.

At the top of the stairs, flip the wall switch to turn on the lighthouse beacon.





Proceed back down the stairs and walk to the extraction point marked on the map. There may be a guard or two hiding in a low structure near the extraction point!

Your mission is complete.



## **OPERATION OVERLORD, MISSION 2: BLADE DANCER**

A number of American troops are pinned down inside a bank. Your task is to contact and assist them until reinforcements can arrive.

The main difficulty lies in getting to the bank, which involves traveling through a ruined cityscape. There are snipers everywhere, as well as ground troops. Proceed with extreme care and save the game frequently.

In summary:

- Contact allies trapped in the bank (Primary Objective).
- Rescue the allies (Primary Objective).
- Wait for the arrival of reinforcements (Primary Objective, assigned during mission).
- Kill snipers on the rooftops around the square (Hidden Secondary Objective).
- Rescue ALL allies (Hidden Secondary Objective).
- Destroy the German tank (Hidden Secondary Objective).
- All team members must survive (Hidden Secondary Objective).

## **RECOMMENDED SOLDIERS AND GEAR**

If you're playing this in campaign mode, you're forced to proceed with the men and equipment you've got. If you're playing it as a single mission, you can pick your team and equipment. Take one sniper; he needs excellent Shooting and a rifle with optics.

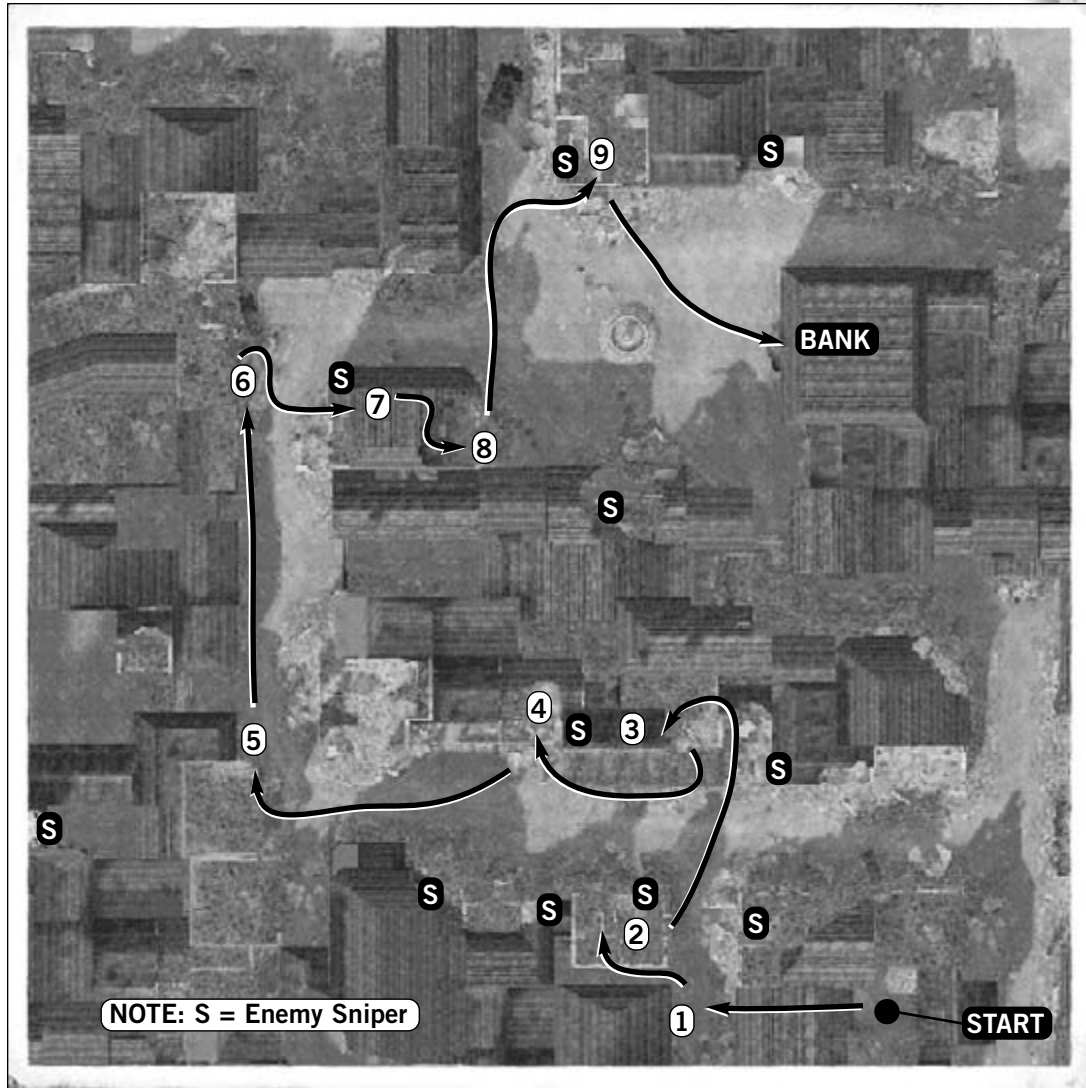
The other team members should include an excellent doctor and a strong commando. Everyone should be a good shooter.

## CHAPTER 8: OPERATION OVERLORD

The strong commando should take a Bazooka and two extra rockets in addition to a normal weapon (say, a Garand or a M1 Carbine). The others should take carbines or submachine guns.

Stealth is not necessary for this weapon. Bring lots of ammo and First Aid Kits.

### MISSION WALKTHROUGH







## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

### NOTE

**Save the game frequently on this level. Most of the time you'll need to creep around with extreme caution. This is a very challenging level.**

Gun down several enemies at ground level across the street to the north, as well as a second-floor sniper to the north. Move around a bit, revealing more targets (including a sniper to the north-east), and gunning them down.



When all's clear, dash the sniper across the street to Point 3, where a ladder leads up to a ruined second floor. Take the ladder and crawl west to the corner apartment, where windows overlook several sniper positions. Carefully clean out everyone visible from here. In particular, look for second-floor snipers to the southwest.

You start out in an alcove. Send your team slowly west through the ruined building, kneeling, and then have everyone lie prone at the end of the alley marked "1" on the map.



Leave the team behind and work your sniper slowly through an alley to Point 2, taking down snipers on the way. (Watch out for one in a window above your head). At Point 2, climb a ruined stairwell and clean out any snipers visible from this vantage point.





## CHAPTER 8: OPERATION OVERLORD

When you're satisfied you've eliminated all targets, go back down the ladder, grab the team, and hustle them to Point 4, where they have a good view of the street to the west. Use Tactical Mode to arrange them effectively. A few soldiers will shortly attack from the west at street level; you'll be in position to clean them up.



### NOTE

There's a sniper in the bell tower, on the **EXTREME** western edge of the map. He's barely visible, but you can gun him down as you approach Point 5.

Move north toward Point 6. As you near Point 6 you'll have to clear out a couple of snipers in a tall hotel building just to the east, and perhaps one or two snipers even farther to the east. Take it slowly!



When all's quiet, have the entire team start crawling west toward Point 5, sticking to the shadows. More troops will attack from ground level, from the northwest. Gun them down and wait a bit at Point 5 before proceeding.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

When the coast is relatively clear, advance to Point 7, the entrance to the ruined hotel building. Take control of a non-sniper and have him lead the way up several flights of stairs, cleaning out a few more enemies along the way.



The top accessible floor offers a nice view of the courtyard and the bank. Snipe anyone visible from up here. Also notice the emplaced machine gun and the sniper rifle that a dead enemy dropped.



Now send your team back downstairs. Have the sniper (or someone with a rifle) creep to Point 8, where he can look out over the plaza from the shelter of some arches. Gun down anyone who appears; you should be able to see ground-level enemies to the east and another sniper to the north from here.

When all's clear, run your sniper north to Point 9 and go up the stairs. From here you can see another sniper to the south, which is (hopefully) the last one. Killing the snipers nearest to the bank (and the one in the bell tower, mentioned earlier) completes a secondary objective.

Now save your game, then send your team toward the bank.



## CHAPTER 8: OPERATION OVERLORD

Enter the bank. Doing this completes the “Contact the allies” objective. You’re told to go upstairs and talk to the commanding officer.

Before going upstairs, explore the bank’s ground floor. You’ll find a pair of boxes at the north end of the building; one contains weapons, the other ammo.



Have a team member with a short-range gun drop all his weapons and grab a Bazooka from the weapon box. Then grab Bazooka ammo from the ammo box. He now has at least two or three extra Bazooka shells.

Run the team member with the Bazooka out of the bank, into the plaza, and back to Point 7. Ascend the stairs of the ruined hotel, and have him take control of the emplaced machine gun up here.

Now close the bank door and send your three remaining men upstairs. The superior officer greets you in the central room and tells you that you need to sit tight until reinforcements arrive.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Using Tactical Mode, station your three men in the three upstairs rooms, each looking out a window and ready to fire. Take control of the sniper and look down into the plaza.

After a short while, enemy soldiers start to spill out into the plaza from various directions. Your three men in the upstairs bank windows and the machine gunner at Point 7 should be able to make short work of them.

Shortly, an enemy tank rolls into the street in front of the bank. When you hear the tank, switch to control the Bazooka man at Point 7. Have him leave the emplaced machine gun and get out his Bazooka.



Looking through the corner windows, fire Bazooka shells into the back of the tank. Two shots will do it if you hit it squarely in back.

Destroying the tank completes a hidden secondary objective.

Have the Bazooka man drop his Bazooka and either man the emplaced machine gun again (if it still has ammo) or grab a sniper rifle from the floor and use it on enemies in the plaza.

Now just keep patiently gunning down enemies. Eventually, reinforcements will arrive and the mission is complete.

### NOTE

Another secondary objective is accomplished if all five of the friendly soldiers in the bank survived the onslaught. Accomplishing this objective can be tricky and may take several re-dos. It helps to destroy the tank quickly, because tank shells take out your allies very quickly. Beyond that, you just have to mow down enemies as quickly as possible and hope a stray bullet doesn't take down an ally.



## 9: OPERATION LIBERATOR



**Operation Liberator plunges your team deep into Eastern Europe, and challenges you with six extremely demanding missions. You'll use a mix of stealth and action in these scenarios; in some cases, the exact amount of stealth is up to you.**

**Read on for a complete guide to these last six campaign missions.**



## **OPERATION LIBERATOR, MISSION 1: BILLABLE ENTRY**

Agent Třebířský works as the railway station chief in a small Czech town. He's discovered some important documents explaining the details behind Germany's superior tank armor. Unfortunately, he was captured before he got the chance to give you the information—and it's up to you to rescue him.

You must get to him within a limited period of time; if you take too long, he'll perish at the hands of the Germans. After you locate him, you must escape the area.

This is a simple mission with no objectives unrelated to the principal task, which is to rescue your agent and get out alive. You may complete an optional objective of contacting the train switchman, but this too relates to the main mission, as the switchman gives you a hint about where your agent is being held.

In summary:

- Contact the switchman (Secondary Objective).
- Rescue Agent Třebířský as soon as possible (Primary Objective).
- Gather team at the escape point (Primary Objective).
- All team members must survive (Hidden Secondary Objective).

## **RECOMMENDED SOLDIERS AND GEAR**

A standard team consisting of one sniper, one stealthy commando with a silenced De Lisle Carbine, and two commandos with intermediate-range weapons works well. You're only going to use one team member for this mission, but equipping the others properly helps in subsequent missions.

You should bring a wire cutter along on this mission. Without one, you'll need to deviate from our strategy.

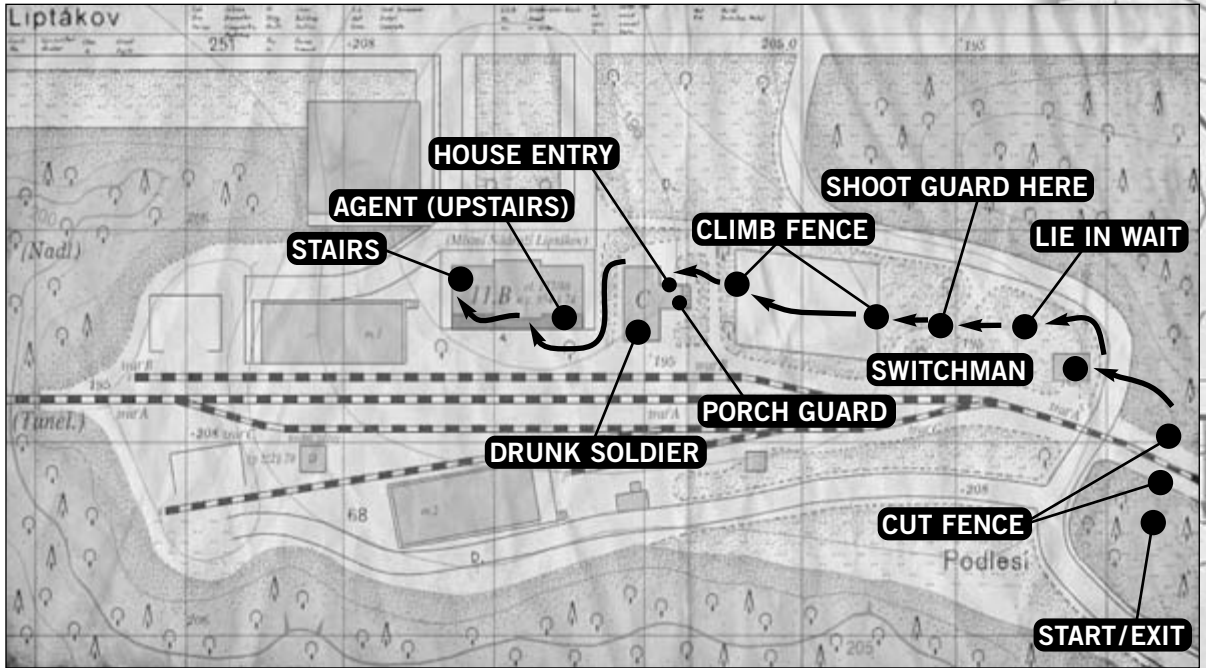
There's no need to bring a Bazooka or any explosives beyond grenades.

The stealthy team member with the De Lisle doesn't need a backpack. He just needs the carbine, a couple of clips, a knife, a wire cutter, and perhaps a few grenades.

You've probably built up a few characters' stats by now. Take your best men along for this operation.



# MISSION WALKTHROUGH



## NOTE

This is another nail-biting mission that can be frustrating, even if you're doing everything right. The key is to pay attention to details, and hopefully get a bit lucky as well. Keep trying.

## NOTE

This is a timed mission; you have a limited time to reach your agent before the mission automatically fails. In Easy difficulty you have 60–65 minutes; 30–35 minutes on Normal; 15–20 minutes on Hard; and 10 minutes on the highest difficulty.



Your men start the mission lying prone near a chain-link fence, at the side of the railroad tracks.

Take control of the stealthy team member with the De Lisle Carbine. Order the other three team members to hold their position and hold their fire. Then cut through the two chain-link fences bordering the tracks.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Crouch-run west, sticking mostly to the shadows. Open the door to the switchman's shed and stand in front of him. He tells you they're holding your agent in the main building; your secondary objective is now complete.



Crouch-run to the spot marked "Lie in Wait." Lie prone here and wait a minute or two. A lone guard approaches from the west. Wait until he's at the spot marked "Shoot Guard Here" before taking him down with a silenced shot. If you shoot him while he's further north or south, you're likely to be noticed.

### NOTE

**You become very visible for a few seconds after you shoot. That's why it's good to lie in wait for a few moments before proceeding.**

Quickly crawl forward to the first of two spots marked "Climb Fence." Climb the fence and then slowly crawl across the empty field to the other indicated spot.

### NOTE

**Use your overhead map as you crawl. It allows you to monitor your enemies' field of vision. Stop if an enemy gets too close, and start again when he turns his back to you.**

### NOTE

**Notice that we recommend crawling along the middle of this field until you get near the other side; then you should angle slightly north. This keeps you slightly outside the field of view of a guard standing to the north.**



## CHAPTER 9: OPERATION LIBERATOR

When you reach the other side of the fenced area, wait a moment and look for all nearby guards. Pay special attention to the guard on the second-floor porch, on the house right in front of you. Make sure he isn't looking your way or walking down the stairs to ground level.

When everyone's looking away, crawl over the second fence. Then crawl on your belly to the house door ("House Entry" on your map) and get inside.

Close the door. Open the door to the west and quickly gun down an officer in the next room.



Open the door to the south, but don't shoot. A drunken soldier in there drops his pistol and surrenders. Grab his uniform and drop your weapon (and backpack if you have it).

Grab the soldier's pistol and keep your knife.

This is an excellent time to save the game.

Exit the house in your new disguise. Follow the path on the map, which leads to the central building where your agent is being kept.

Sneak around the southeast corner of the main building when none of the guards are facing you. Get inside quickly and shut the door.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Follow the path indicated on the map, leading through the building. There are a few soldiers in here but you can stay mostly out of their way.



At the spot marked “Stairs” are stairs leading up. This is another good save point.

There are four soldiers upstairs: A guard in the hallway, a guard looking out the window in a southern room, and two guards interrogating the agent in the southwest room.

You can choose your technique here, but we usually stealth kill the guard in the hall, take his MP40, and wait for our disguise to recharge a bit. Then we open a door and take out the guard in the south central room, and finally burst into the room with the agent and gun down the two men in there.

Rush up to the agent when you've temporarily cleared the area. A cinematic is triggered. Unfortunately, the agent has been badly beaten and dies. Your mission is almost done; now you just need to get out.



## CHAPTER 9: OPERATION LIBERATOR

Crouch and face the doorway to this room. Gun down several guards that come up, responding to all the noise.

When the guards stop coming for awhile and your disguise is somewhat recharged, run down the stairs and jump out the open window at the base. Run north, then east, skirting the northern edge of the map to avoid guards. Your disguise makes this fairly easy.



Backtrack all the way to the switchman's shack, run through the two holes you cut in the chain-link fence earlier, and rejoin the team. The mission is complete!

## OPERATION LIBERATOR, MISSION 2: MOLE IN THE HOLE

Gunther von Freiberg and his men were on their way to reinforce German positions in Prague, when local resistance fighters sabotaged the train tracks and derailed the train.

Your task is to fight your way through the wreckage of the train and capture Freiberg. Along the way you'll have the opportunity to acquire a couple of additional items, which complete secondary objectives.

In summary:

- Capture Freiberg (Primary Objective).
- Leave the area (Primary Objective).
- Find MP44 (Hidden Secondary Objective).
- Acquire documents from a German officer (Hidden Secondary Objective).
- All team members must survive (Hidden Secondary Objective).

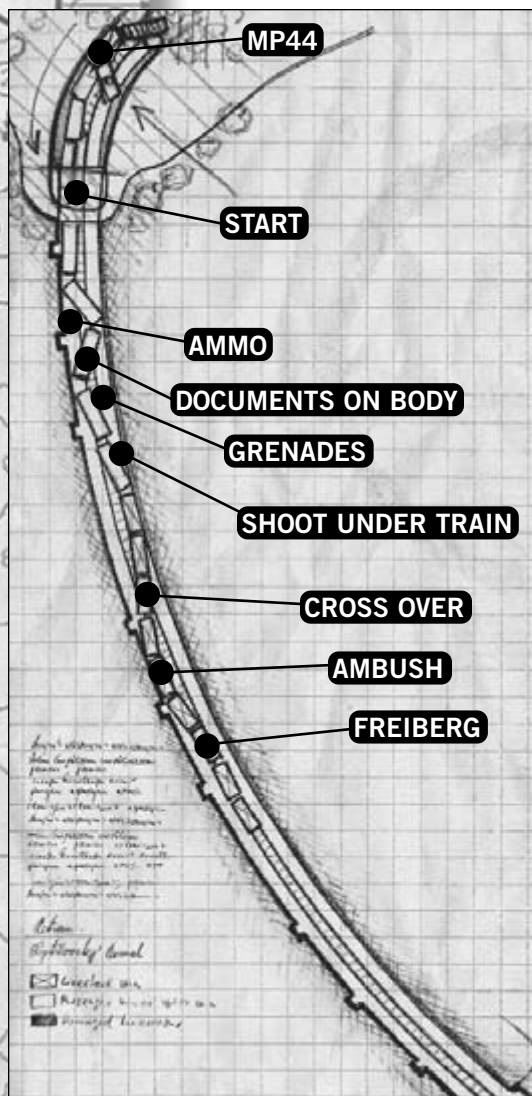


## RECOMMENDED SOLDIERS AND GEAR

The same soldiers and gear from the last mission will work well here. Your lone sniper will get plenty of shots down the long train tunnel, and team members equipped with submachine guns are needed to clear out the cramped train cars.

Grenades are very useful in this mission, as they can take down hidden enemies and lure out others hiding nearby.

## MISSION WALKTHROUGH



You start at the spot indicated on the map. Creep north to the ledge and look down, sniping any soldiers crawling around in the wreckage.

Now send the sniper SLOWLY down the slope to the tracks. Frequently stop and lean. There are several soldiers beside the train to the south, and you need to pick them all off.

When all is clear, order the rest of the team to follow the sniper down to track level.

## CHAPTER 9: OPERATION LIBERATOR

There's an MP44 machine gun in a closed box, somewhat north of your initial starting point. It's one of many gray boxes that has fallen off a car; you need to crawl through the rubble and open the box to get it. This completes a secondary objective.

### NOTE

**There's also an ammo box right next to the MP44 box. Stock up on MP44 ammo before proceeding. Also, keep your eyes peeled for more MP44s later in the mission. There's another one in a box, and an enemy has one too.**



Slowly advance south, toward a pair of passenger cars. When you're close to the first passenger car, have the sniper look down the tunnel and snipe a soldier off the top of a distant car.

Arrange three team members in defensive positions looking south. Then take a commando with a Sten gun (or the MP44) and have him pop open the door to the first car and gun down anyone inside.

Now switch to your sniper and aim at the door of the second car. If soldiers pop out of that car, gun them down. Otherwise, return to the Sten gun commando in the first car, have him proceed the length of the car, and open the door on the other end.

If the soldiers in the second car still don't exit, either rush the second car as you did the first one, or crack the door open and lob in a No. 36 grenade from an angle.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

After scanning to make sure no more soldiers are atop any train cars in the distance, get your sniper up the ladder of the first passenger car, and onto the roof. Then, have him slowly crawl to the second car and carefully snipe the soldiers on the ground beyond the second car.

### NOTE

Use grenades to make this job easier.



There are lots of enemies in the two red passenger cars to the south. Use grenades to lure them out, and pick them off from above.

Now send a commando with a Sten gun through the second car and into the area with the red cars. Note the ammo box marked on the map. Bring the team member with the MP44 up and have him get ammo for it; it's an excellent weapon.



Send the MP44 soldier into the first red car. Kill an officer in the middle section. Then check the body that was already lying in that middle section. This body has important documents; grab the documents to complete a secondary objective.

## CHAPTER 9: OPERATION LIBERATOR

Get your sniper atop that first red car and move him south. Again, take out enemies to the south with grenades and sniper fire.

At the spot marked “Grenades,” a supply box allows you to restock your grenade supplies.

Send the MP44 soldier into the second red car. An enemy peeks from the middle row of seats. Gun him down THROUGH the soft wooden partition. The bullets penetrate easily.



Just to the south, at the spot marked “Shoot Under Train,” send the MP44 soldier to the spot where the train meets the tunnel wall. Have him drop prone and shoot enemy knees underneath the train itself. You’ll score several easy kills.

Beware a soldier hidden right outside the exit door of the last red passenger car. He hides in the shadows and will kill your man if you don’t lean and get him first.

Next come several green, open-sided cargo cars. Get your sniper atop the first green car and have him run south onto the second, while the rest of the team crouches beside the train. Snipe enemies to the south, then drop back to rejoin the team and look for under-the-train kills. Move the whole team slowly southward.

Have the team enter the car marked “Cross Over” on the map. This car lets you get to the eastern side of the train—but be careful as you cross, gunning down anyone on the other side.







## HIDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Two cars down from the crossover car, watch out for an ambush. Aim at that car before advancing.

Past the ambush car, try for some more under-the-train kills on the few remaining guards.



The car marked "Freiberg" contains the officer you're looking for. Open the door (or go around to the other side of the train) and approach him to complete the mission.

## OPERATION LIBERATOR, MISSION 3: BUSINESS

You need to transfer your prisoner, Freiberg, over to members of the 97th American Infantry division. The transfer is to take place at a villa near a sawmill.

The villa and its surroundings are currently controlled by Axis forces, so the bulk of this mission is simply to eliminate German presence from the area.

In summary:

- Eliminate the enemy (Primary Objective).
- Take Freiberg to the villa (Primary Objective).
- All team members must survive (Hidden Secondary Objective).

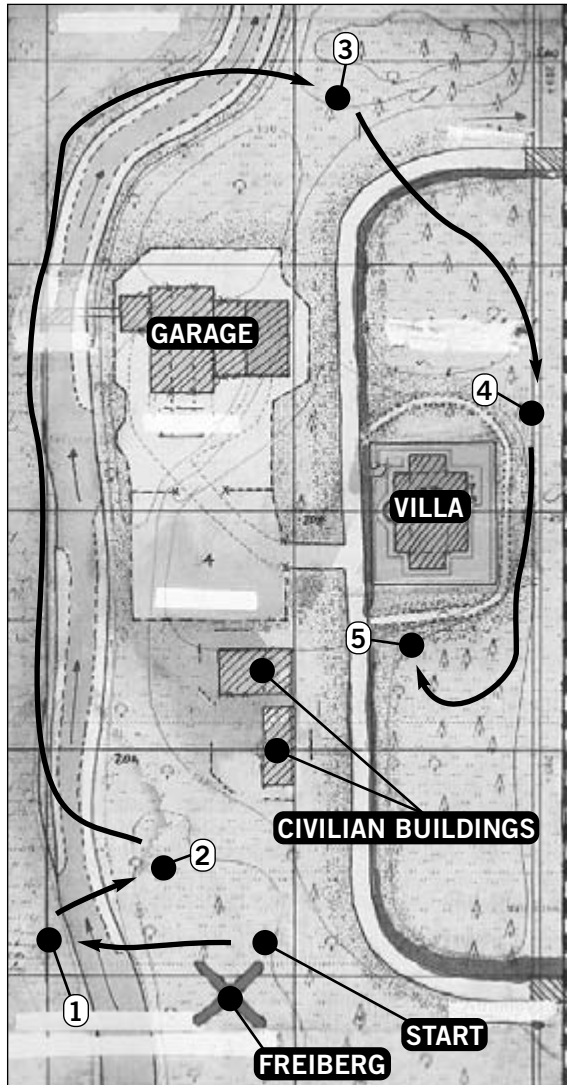


## RECOMMENDED SOLDIERS AND GEAR

You're stuck with what you got earlier, but that should be fine. A sniper and a few submachine gunners are perfect for this mission. If you want a little more long-range support, have one of the submachine gunners pick up a Karabiner as well.

The wire cutter you brought along for the first mission may be used here, though our walkthrough doesn't require it.

## MISSION WALKTHROUGH



In terms of objectives and execution, this is a very simple mission. Your task is to eliminate every foe on the map, and there are no traps or tricks to worry about—no alarms, no reinforcements. Your main concern is making sure you don't have to fight too many enemies at once.

You start at the spot indicated on the map. Freiberg is sitting next to a tree somewhat to the south; ignore him for now. You can't control him until later.

Have your entire party crawl due west, to the spot marked "1." You need to crawl to avoid being seen.



## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

At Point 1, arrange your men in the shade (for maximum cover) and have them crouch. Assume control of the sniper and start taking down enemies near the civilian buildings.

A number of soldiers will rush you, but if you snipe effectively you can keep them under control.

When absolutely no more soldiers are approaching, have the team crouch-walk over to "Point 2."

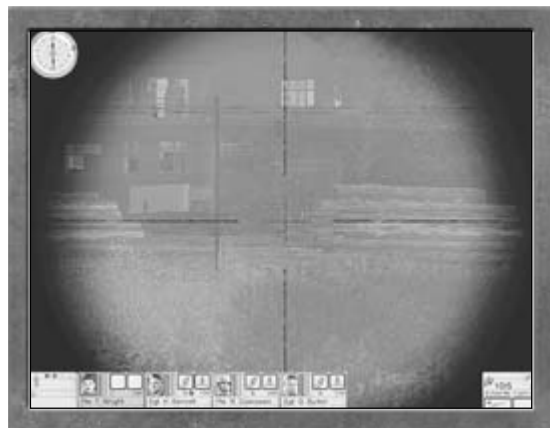


At Point 2, arrange your men in a line on the hillside. Again open fire on anyone visible from this spot. The shade and the elevation of the hillside make this an easy task.



When all resistance is gone, leave most of your team here and send your sniper north on the winding path to "Point 3." He should stick to the shade and fire at targets that pop up along the way. There will be several, especially in the vicinity of the garage.

At Point 3, you can snipe a number of soldiers patrolling the area between the garage and the villa. Also, watch for a few stragglers from the garage. Take it slowly and play it safe.



### NOTE

**There's a mechanic with a pistol hiding in the garage, near the halftrack. You might want to peek in and gun him down.**

## CHAPTER 9: OPERATION LIBERATOR

Now send the sniper to “Point 4,” again gunning down targets that appear along the way. Around Point 4, start looking in the villa’s windows for targets of opportunity.

Next, move the sniper to “Point 5.” Again, you’ll get some more shots at soldiers inside the villa from here. Be ready for soldiers to spill out the back door if you start shooting into the house; take them down as they emerge.

When the exterior of the house is thoroughly cleared, send the rest of the team to meet the sniper at Point 5.



Now have a team member with a short-range weapon open the villa’s back door (the door is on the east side of the house).

There will likely be SS troopers in the kitchen and crouching near the stairs, as well as in the living room. Take them all out.



Have your short-range fighter ascend the stairs, but look up as you do so. Gun down a soldier waiting on the landing up there.

When the villa is empty, you’ll get the notice to bring in Freiberg. Send a team member all the way back to the spot marked “Freiberg,” and order Freiberg to follow.





Send the entire team, including Freiberg, into the villa to complete the mission.



## **OPERATION LIBERATOR, MISSION 4: ANNUAL FAIR**

A German convoy bearing plundered gold and loot is scheduled to pass through this Czech village shortly. Your task is to capture the village; in a later mission you will deal with the convoy.

The village itself is infested with retreating German soldiers and their loot. There's also a fuel cache that should be destroyed, if possible.

German officers that surrender should be captured for trial by tribunal.

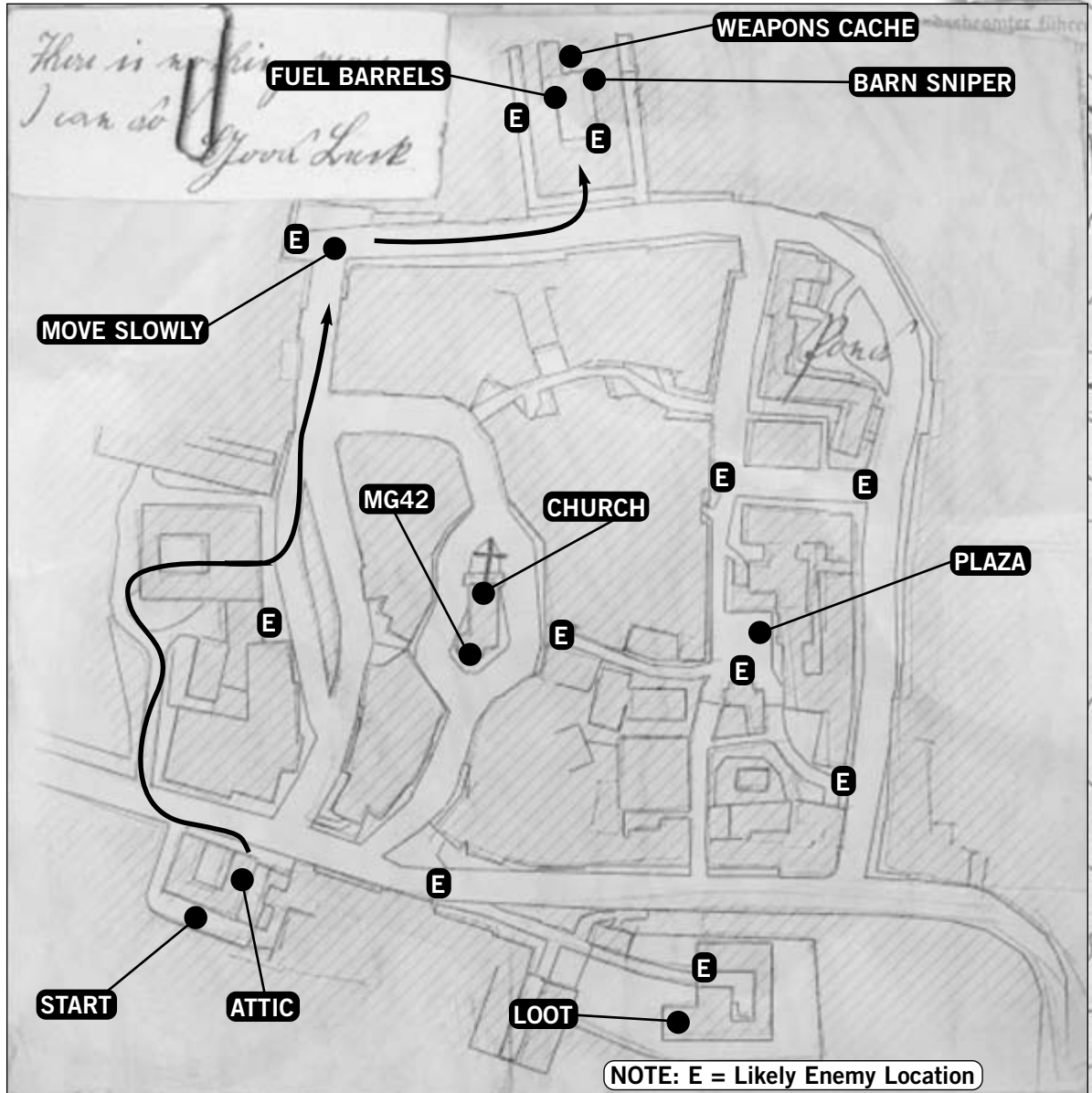
In summary:

- Eliminate the enemy (Primary Objective).
- Destroy barrels with fuel (Primary Objective).
- Locate hidden loot (Hidden Secondary Objective).
- All team members must survive (Hidden Secondary Objective).

## **RECOMMENDED SOLDIERS AND GEAR**

Your usual team works just fine for this mission. Once again, sniping is your most valuable tool—especially on the village's long, uninterrupted streets. Carbines or rifles for your non-snipers help your team lend the sniper fire support.

## MISSION WALKTHROUGH



This is a tricky mission to document because the enemy patrols and reacts to shooting. Therefore, you can't be certain where you'll find resistance. The most likely places for enemy groups are marked on the map, but you'll have to keep your eyes open at all times.



## HIDDEN & DANGEROUS™2 PRIMA'S OFFICIAL STRATEGY GUIDE

When the mission starts, have your sniper move north and quietly climb a ladder to an attic. From here, he can snipe a soldier in the road to the north. This will also attract the attention of nearby enemies in the ruined structure you started in. Gun them down as they appear.



When all's quiet, get the sniper down and rejoin the rest of the team. Have the sniper pop out into the street to the north, fire at a target, and retreat. The rest of the team can lie in ambush for anyone who follows.

Eventually all soldiers visible from the street in front of the starting point are gone. Follow the path drawn on the map; it leads you behind a farm, and then back onto the street. Look out for enemies to the south when you get back to the street.

At the spot marked "Move Slowly," gun down a soldier to the west and then follow the path east, crouching and moving carefully. Shoot anyone you see to the east, and a number of soldiers will spill out of a building to the north-east. Lie down and take them out as they appear.



## CHAPTER 9: OPERATION LIBERATOR

Continue to follow the path; it leads to a building on the north side of the road. Shoot a soldier through a window and then enter the building.



In a courtyard to the north, there are several fuel barrels that you may destroy, completing a secondary objective in the process. Watch out for a very durable sniper in a barn window to the east, though. It will probably take multiple shots to gun him down.

### NOTE

When the sniper appears in the barn window, an easy method of dealing with him is to enter the barn and throw grenades up into the loft.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Also note the weapons cache to the north. Gun down anyone at this cache, and then stock up. Among other things, you'll find a double-barreled shotgun that's exceptionally potent at short range.



At this point you need to clear out the rest of the city. You can approach it any way you want. We recommend going back west, and then approaching the church from the north.

### NOTE

You can enter the church through a western door, and take down the MG42 operator from behind. Beware of other soldiers inside the church.

### NOTE

If an enemy surrenders, you can make the rest of this mission much easier by taking his uniform and sending the disguised character ahead, stealth killing as many foes as possible.



## CHAPTER 9: OPERATION LIBERATOR



After clearing out the area around the church, you might want to head toward the spot marked “Loot,” which is a compound off the main road that’s guarded by several soldiers. Clear it out, and in a second-floor room, you’ll find stolen loot that the Germans were hoarding. This completes another secondary objective.

Now you just have to clear out the rest of the city. The area around the plaza (marked on the map) is the trickiest area, since there are lots of soldiers and they can attack from so many different ways. We recommend approaching the plaza from one direction, taking out any soldiers you encounter along the way, and then backing off instead of actually walking into it.

Then approach it from a different street, doing the same thing. After you’ve done this from a couple of different directions, the plaza will be a much safer place.

Of course, if you manage to get a disguise at some point, you can clean out the plaza with relatively safe stealth kills instead.

Regardless of your methods, you must find every remaining soldier and take him down (or capture him) in order to beat the mission. Take it slowly and be methodical, and eventually you’ll win.





## OPERATION LIBERATOR, MISSION 5: GIN SEND-OFF

You've taken control of the village, but a substantial convoy is scheduled to pass through it soon. The enemy must not be allowed to pass through this village; even a single soldier or vehicle that gets through will ruin your plans.

There are no secondary objectives unrelated to the main tasks of preventing the enemy from passing through, and of keeping your men alive.

In summary:

- Eliminate the enemy (Primary Objective).
- No one can escape (Primary Objective).
- All team members must survive (Hidden Secondary Objective).

## RECOMMENDED SOLDIERS AND GEAR

Your usual sniper is useful here. M1 Carbines are excellent choices for the other soldiers, since there's a lot of long-range fighting in this mission.

Heavy explosives are not necessary, as you'll find an ample supply in the mission itself.

## MISSION WALKTHROUGH

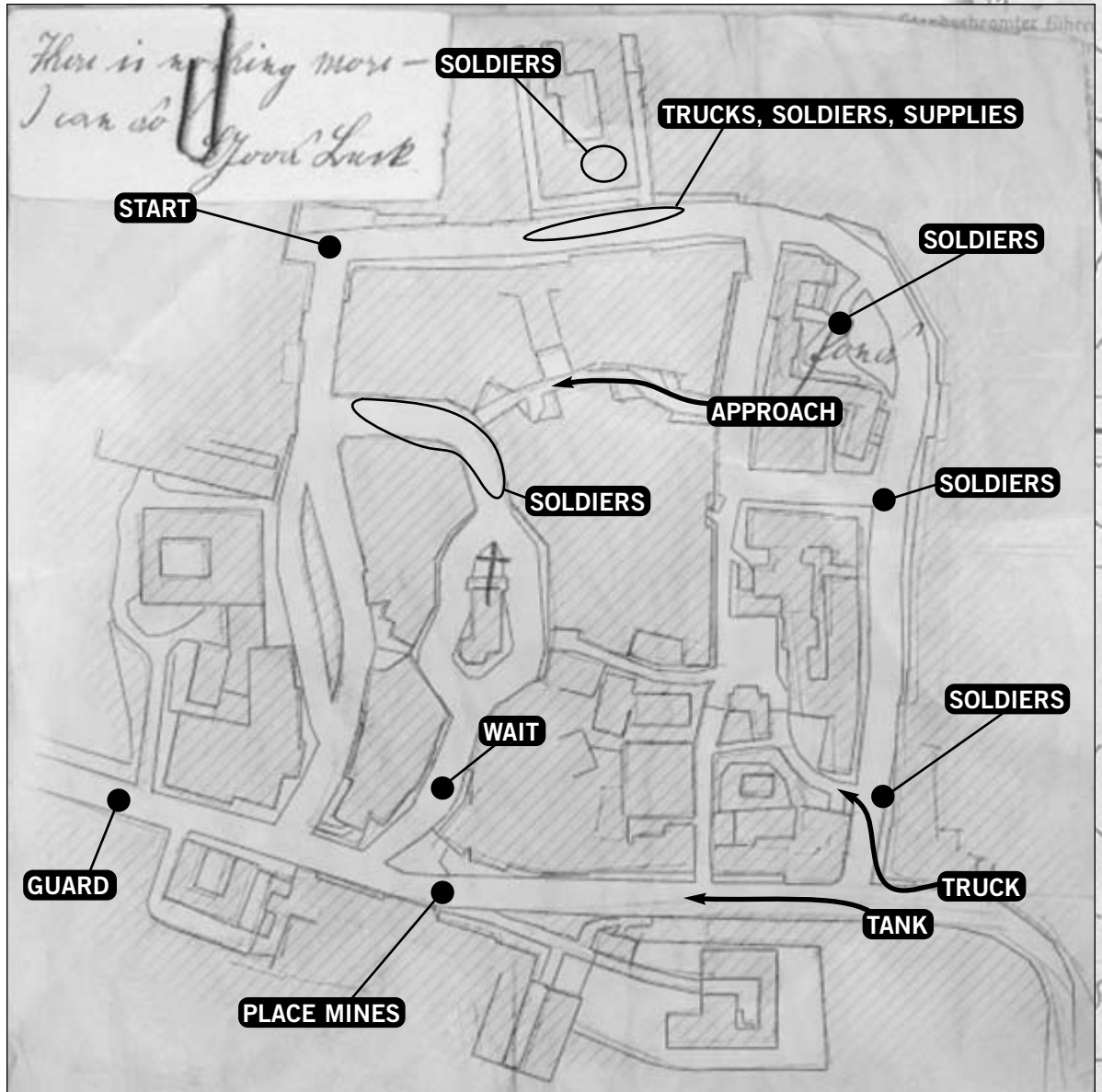
You start in the village's northwest corner. Position your men so they have cover against enemies from the east.

Hide your sniper behind a nearby tree and peek around it. The outline of a truck and some soldiers are barely visible at the spot marked "Trucks, Soldiers, Supplies" on the map.

A number of soldiers will start running down the street in response to the shooting. Gun them down.



## CHAPTER 9: OPERATION LIBERATOR





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

When nobody else appears, have the team follow the sniper. Crouch-walk slowly east. Fire several sniper rounds into the hood of the front truck to make it explode, killing anyone lurking behind it.



As you advance, look on both sides of the parked trucks. Feel free to blow up the other trucks as well.

When you're at the edge of the spot marked Trucks, Soldiers, Supplies, take control of a team member with a carbine. Jump the fence to the north and hug the wall of the building.



Peek through the window of this building and kill the soldier inside if he's visible. Otherwise, open the door and get ready; he's probably advancing.

There are two soldiers in here: the one that started in the window room and one behind some crates in a room to the east. Clear them out.



## CHAPTER 9: OPERATION LIBERATOR

When everyone's gone from this area, have your men approach the crates near the head truck at Trucks, Soldiers, Supplies. Grab two anti-tank mines from one of the crates.

Move everyone back west to your starting point, then due south to the edge of the village, then slightly east. You're now close to the spot marked "Place Mines"; don't go there yet.



Walk your sniper and two other commandos north to the spot marked "Wait." Have them crouch or lie prone there, facing south.

Give your fourth team member both anti-tank mines. Have him hold one as his primary weapon, and position the other one in his pouches for quick access. (Drop his conventional weapon near the others, at Wait.)

Take control of the anti-tank man and move him to the spot marked Place Mines. When he gets there, a cinematic shows a tank and a truck appearing at the village's southeast corner.

When the cinematic is done, immediately place an anti-tank mine right in the center of the street. Then turn around, run west a few paces, and plant the other in the center of the street.

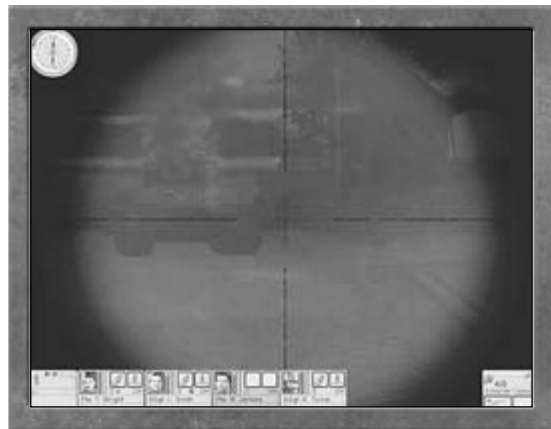




## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Have the anti-tank man rejoin the team and pick up his weapon. Then take control of the sniper and slowly move south. The tank will drive over your mines and detonate. However, there are a number of soldiers that were approaching from the area of the tank that are unharmed, so snipe them. Be patient, as there are several back there.

Have two team members follow the sniper. Send the third to the spot marked "Guard," to guard against any soldiers that try to escape. (Don't worry, it's likely that nobody will escape at this point.)



Send the sniper and his two companions slowly east, sniping anyone that appears. When you reach the north-south road at the eastern edge of the village, gun down a few soldiers just to the north.

Now move north along this road. You'll encounter small groups of soldiers at the spots indicated on the map.



When you've reached the northeast corner of the village, there's likely only one group of enemies left on the map. They're near the church, to the west. We recommend that you approach them through the alley marked "Approach."

Position your men near the end of this alley and send the sniper slightly ahead. Pick off a target near the church and then retreat into the alley; finish off your opponents as they give chase.

When the last soldier is defeated, the mission is a success.



### NOTE

If the mission does not end, search the village for stragglers.

## OPERATION LIBERATOR, MISSION 6: FINAL SHOWDOWN

The war is ending, but you have one final task. The Nazis are escaping with a remarkable amount of stolen loot; you must recover documents which name various high-ranking SS officers and provides details on their bank accounts. This will facilitate their capture and prevent them from profiting from the war.

The Russians want these documents too, so you'll be fighting both German and Russian forces.

There's a radio station along the way that you should knock out before proceeding. This will prevent reinforcements from appearing at the bunker.

In summary:

- Acquire the documents (Primary Objective).
- Fight off the Russian attack (Primary Objective, assigned during mission).
- Gather team in the bunker (Primary Objective, assigned during mission).
- Occupy the German Panther tank (Hidden Secondary Objective).
- Stop the German radio station from broadcasting (Hidden Secondary Objective).
- All team members must survive (Hidden Secondary Objective).

## RECOMMENDED SOLDIERS AND GEAR

The men and gear you've been using work just fine for this mission. As always, a good sniper is essential.

Stealth is not as big a requirement as power in this mission, so the non-snipers would do well to pack submachine guns and carbines.

There's no need to bring along heavy explosives, as you'll find Panzerfausts in the bunker.

## MISSION WALKTHROUGH

You start at the spot indicated on the map. Take control of the sniper and have the team follow him. Make sure they don't have Fire at Will orders; you need to be stealthy for now.

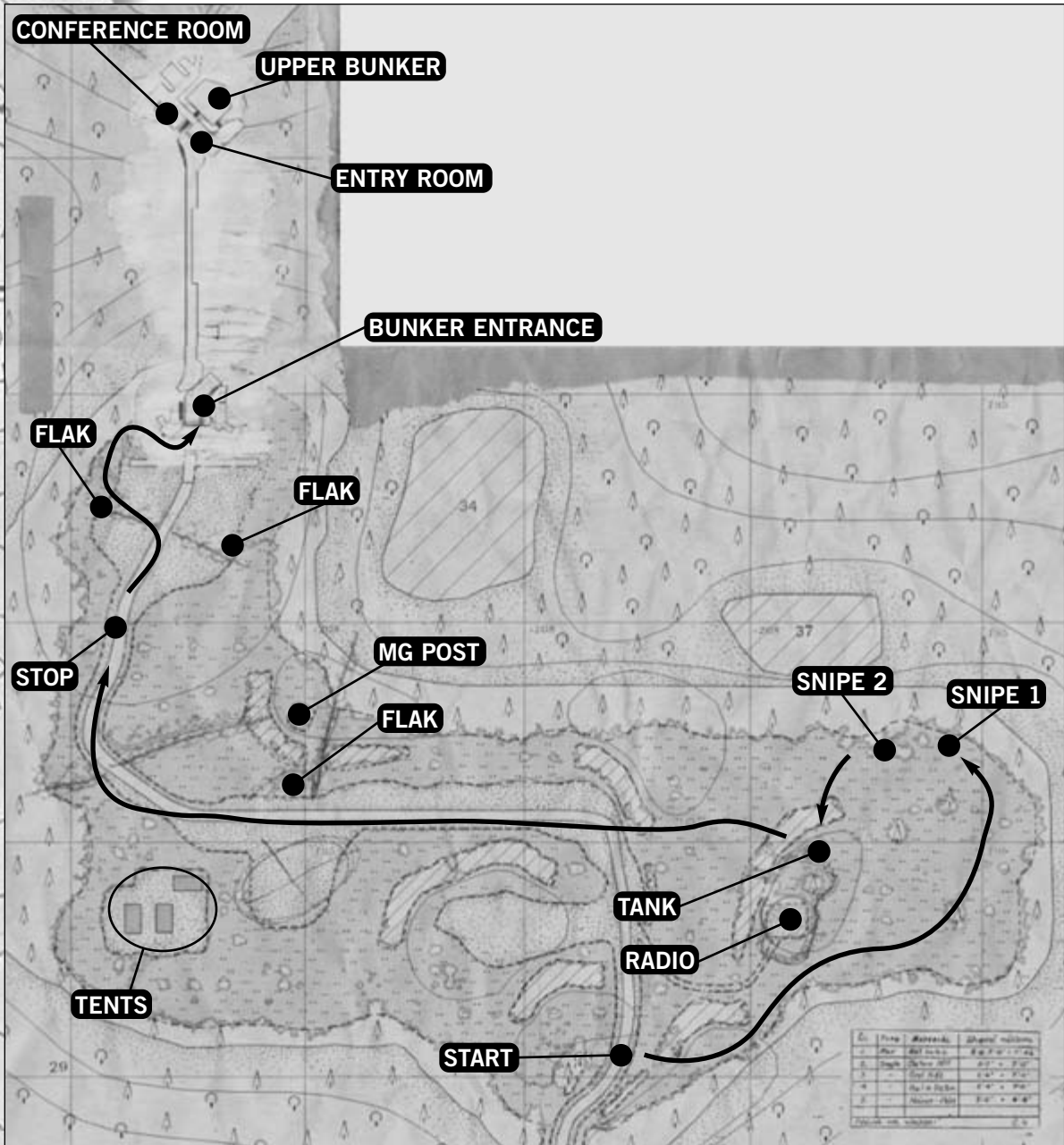
Follow the path to "Snipe 1," moving slowly, sticking to the shadows, and crawling or stopping whenever the guards at the radio fortification are looking your way.







**HIDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE**





## CHAPTER 9: OPERATION LIBERATOR

At Snipe 1, position most of the team looking at the parked tank and radio bunker. Leave them there and crawl to “Point 2” with the sniper.

When you’re settled in at Point 2, start picking off enemies. Start with a dark-uniformed member of the tank crew; you want to prevent them from getting inside the tank. Back up and use a slope in the ground for cover while reloading.



When the area near the tank is clear, move the team up to the tank.

Send a lone team member inside the barbed wire surrounding the radio shed. (There’s a gap in the wire to the south). To the right of the radio shed door, there’s a spot where you can cut the radio wire. Crouch down and cut it to disable the radio and complete a secondary objective.





## HIDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Now get the entire team inside the tank. Order the main gunner to hold his fire, and control the machine gunner while driving. (You can drive the tank from any position.)



Keep following the path, wiping out soldiers near the tents to the southwest, and soldiers along the road.

As you approach the point labeled "Stop," slow down and use your cannon to take out soldiers at the flak cannons flanking the bunker entrance. Mow down more soldiers with the machine gun.

### NOTE

Be very careful not to go past the point labeled Stop. There are anti-tank mines beyond that point.



Start following the road, taking the path indicated on the map. Gun down soldiers with the machine gun. If a soldier mans the first flak cannon marked near your path, switch to the main gunner and carefully shoot him. The explosive cannon round will blast him away. Then switch back to the machine gunner.

### NOTE

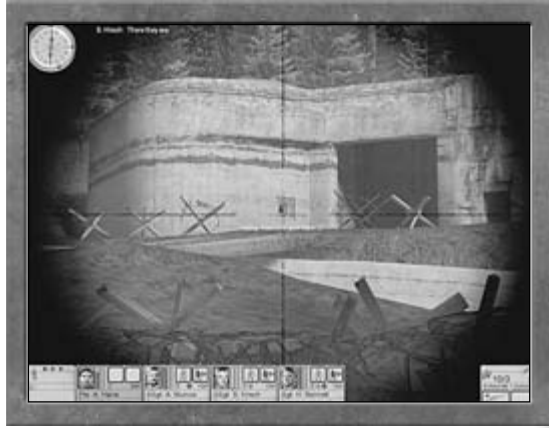
Order the main gunner to hold his fire again, or else he'll waste cannon rounds on infantry.



## CHAPTER 9: OPERATION LIBERATOR

When all visible enemies are gone, fire some cannon shells at the bunker walls. There are several tiny openings with machine guns behind them, and you might be able to kill the gunners with a close cannon hit.

Get your sniper out and have him very slowly approach the bunker entrance. You can either walk straight along the central path, climb the barbed wire to the east (this damages you slightly), or sneak inside the first barbed-wire fence and then loop northwest, crawling under another fence to get right up next to the bunker wall.



There's a single open doorway that leads into the bunker. Have a submachine gunner lead the way inside. Use your ability to lean extensively.





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Clean out the inside of the bunker entrance. There are several doors and a stairway leading down; assign your team in defensive positions to cover unopened doors while you investigate each in turn with the submachine gunner.



You'll find a long, narrow tunnel leading north. Have the sniper lead the way along this tunnel after the bunker entrance has been cleaned out; you'll get several long shots at distant targets.

At the northern end of the tunnel, array your men facing the two doors leading east. Open one door and gun down a soldier on the other side, then close the door and get back; gun down more soldiers as they open the doors.

These soldiers have MP44 assault rifles. Have a team member grab one.

Now move the whole team to explore first the entry room, then the upper bunker, and then the conference room (all marked on the map). You'll encounter multiple enemies as you go, so take it slow and easy.



## CHAPTER 9: OPERATION LIBERATOR



In a hall east of the conference room, you'll encounter an officer. Gun him down and take the documents he's holding. This triggers the final sequence of the mission.

After a short cinematic plays, your team appears inside the bunker entrance to the south. Have a durable team member take control of the emplaced machine gun right where you start (the one facing straight south, guarding the doorway).

Assume control of the emplaced gunner and switch to first-person perspective. Wait for the enemy to get close. They'll appear from the right when they try to assault the bunker, so fire a few test bullets and sight in on a spot just inches from the right side of the doorway.

### NOTE

**You could also have another team member control another emplaced gun, but he might get himself injured.**

Mow down the soldiers' assault. You need to be fast and accurate, or they'll hit you through the little window.

The attack may come in a couple of waves. Move a different soldier into the gunner position between waves, if the first one is injured.

Eventually the soldiers are gone, and all that's left is the tank, which can't get close to the bunker (due to the defenses).





## HIDDEN & DANGEROUS™ 2 PRIMA'S OFFICIAL STRATEGY GUIDE

Send the sniper outside the front door and make sure there are no soldiers left. Duck back inside when he's done.

Have two team members grab Panzerfausts. One should grab two Panzerfausts, while the other should grab just one. The one you aren't controlling should have an order to fire on your lead.

Move these team members out the bunker door, then west. They can crawl under the barbed wire where it meets the bunker entrance's southwest corner.

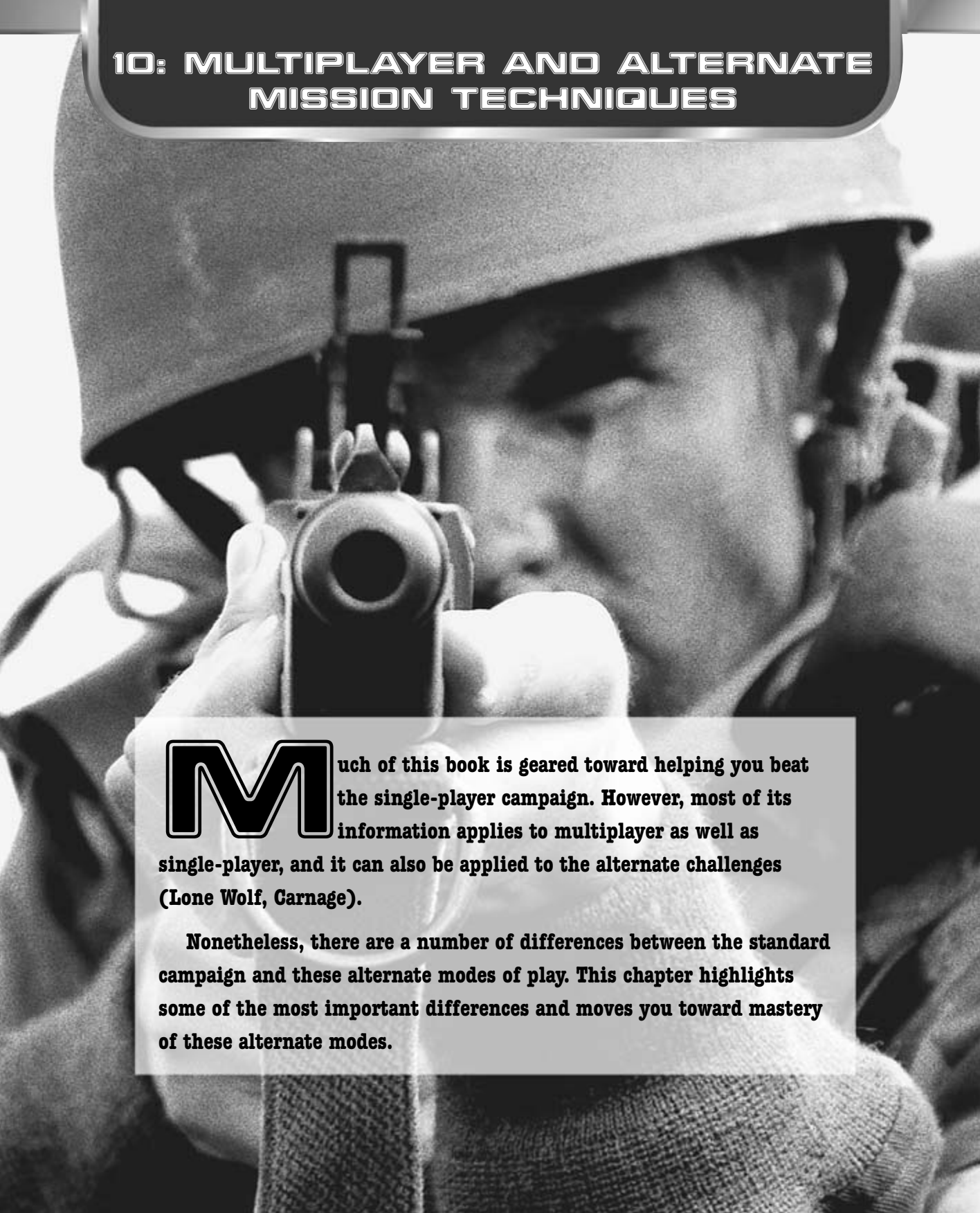
Sneak out into the woods and veer southwest. Get behind the Russian tank; this should be fairly easy to do, thanks to the tank's limited view area.



Position both team members squarely behind the tank. If there's a little cover, use it. Take control of the one with two Panzerfausts, and fire squarely at the back of the turret. Your teammate will fire also. If both shots hit squarely, you'll score a kill; otherwise, switch Panzerfausts as quickly as possible and fire again to destroy the tank.

Congratulations: The mission—and the single-player campaign—are complete!

## 10: MULTIPLAYER AND ALTERNATE MISSION TECHNIQUES



**M**uch of this book is geared toward helping you beat the single-player campaign. However, most of its information applies to multiplayer as well as single-player, and it can also be applied to the alternate challenges (Lone Wolf, Carnage).

Nonetheless, there are a number of differences between the standard campaign and these alternate modes of play. This chapter highlights some of the most important differences and moves you toward mastery of these alternate modes.





## TIPS FOR ALTERNATE MISSION STYLES

While our walkthroughs provide a good template for beating each mission under normal circumstances, you'll need to modify your approach to beat them in these bonus modes. Here are a few pointers.

### LONE WOLF

In Lone Wolf, you try to complete all mission objectives with only one soldier (as opposed to your usual team of four). This has several repercussions on gameplay.

#### STRENGTH CONSIDERATIONS

A soldier's strength determines how much gear he can carry. It isn't a particularly important characteristic during the normal campaign, as you'll have enough team members to carry a wide variety of stuff. It's more important in Lone Wolf, though, since you only get one man and he has to carry everything himself.

Looting enemy soldiers is more important in Lone Wolf than in the regular campaign, because you're much more likely to run out of ammo.

Another Lone Wolf trick is to drop weapons and gear in spots where you can easily return and get them. For example, if you have an Enfield rifle with optics, and the next part of the mission calls for close-range fighting, you can drop the rifle and its ammo in an easy-to-remember spot. Grab a fallen enemy's MP40 and use it for the close-range fighting. If sniping is called for again later, drop the MP40 and go back for the Enfield.





## CHAPTER 10: MULTIPLAYER AND ALTERNATE MISSION TECHNIQUES

### LACK OF SUPPORT

Without several team members to aid you, close-range combat against multiple enemies is even tougher. Snipe as much as you can, and when you're forced into close-range combat, be as stealthy as possible to avoid triggering large groups of soldiers. Force Axis troops to approach you through doors and around corners, while you wait with your gun trained on the spot where they'll appear.

Make heavy use of grenades to flush out the enemy and take down targets that would otherwise be difficult.

### CARNAGE

This mission style is just like the campaign, but with one exception: You must kill all enemies on the map, in addition to your regular goals.

Since our mission walkthroughs tend to emphasize slaughter over stealth, you won't have to modify your tactics much to adapt to this game mode. The main difference is that you'll need to investigate areas you'd otherwise avoid.

The main challenge in this mode often lies in locating the last enemy, who's holed up somewhere hard to find; you'll just have to be extra thorough. Throwing grenades and generally making noise can help.

### SINGLE MISSION

Single missions allow you to replay a campaign mission exactly as it appeared in the campaign. No special strategies are required for this mode, but it's a good opportunity to see if you can improve on your first performance.

Another fun thing is to try different tactics the second time through. For example, in the first mission of Operation Snowball, the mission changes somewhat if you gun down enemies near the cottage in the woods (instead of simply avoiding them).





## MULTIPLAYER TIPS



For the most part, multiplayer HIDDEN & DANGEROUS 2 requires the same skills as the single-player campaign. You just have to make a few adjustments, and you'll be off and running in no time. Here are a few suggestions for making the leap successfully.

### KNOW YOUR GAME TYPE

There are three major game types in HIDDEN & DANGEROUS 2.

#### DEATHMATCH

Deathmatch is simple mass combat. The winner is the player with the most kills at the end. Since you respawn after being killed, you can play more recklessly than in

certain other game modes. In fact, it can be a good idea.

You'd never charge into an entrenched enemy position with a Bazooka in your hand while playing in the single-player campaign, but such tactics can often score multiple kills in a deathmatch.

Grenades and explosive weapons rule the battlefield in this game mode, along with any weapon that quickly deals lots of damage. Finesse weapons are not encouraged.

#### OBJECTIVES MODE



HIDDEN & DANGEROUS 2 Objectives mode gives both sides several objectives, and the side that completes those objectives first wins. You're out if you get killed, so practicing on these maps beforehand (alone, if necessary) will help you learn the terrain and give you a big advantage in this game mode.

Since you're typically out of the game if you're killed, you need to use the same cautious tactics and teamwork that you'd use in the single-player campaign.

Killing the other team scores a victory, so don't get so caught up in the objectives that you fail to properly defend yourself. Similarly, if your team is lagging behind in completed objectives, consider a strategy switch to wholesale slaughter.

#### NOTE

- Objectives mode is a team-oriented endeavor; it won't work if you have players that don't pay attention, or that actively try to disrupt your team.

### OCCUPATION

In this game, two teams vie for control of a battlefield. Flags mark “control points,” which double as spawn points. Control points are controlled by the Axis or the Allies and can change hands during the game; the goal is to capture all the flags.

To capture a flag, get close to it. If no enemies are nearby, a progress bar appears to indicate your capture progress. The progress bar goes faster if you have allies in the area.

Flags with no symbols are neutral, and nobody can spawn there. Enemy flags turn neutral in the process of being captured for your side; they become neutral when the “capture progress” bar is half full. Hence, neutral flags only take half as long to capture as enemy flags.

It's hard to control ALL flags simultaneously in this game, especially if there are lots of players. That's because the fewer flags a team possesses, the more they respawn in one small area that's hard to assault. Therefore, most of the time these games are won by the team controlling the most flags the longest, not by outright capture of all flags.

A good strategy is to count the number of flags, divide it in half, and add one. That's the number of flags you want to control all the time. Most players should spend their time defending these flags, while a few go out and wreak havoc on the enemy's flags.

### EXPECT MOVEMENT AND STEALTH

The single-player campaign pits you against foes that move predictably. They follow regular patterns until you launch an attack, allowing you to carefully set up your position before initiating combat. Once you start fighting, enemies may hear noise and come to investigate—but you can predict they're coming, and simply lie in wait.

Multiplayer games feature enemies that move all around the map, just like you do. They can ambush you, just as easily as you can ambush them.

Human opponents tend to notice noise and motion just as computer-controlled enemies do, but they tend to react in smarter ways. Instead of running up to see what's going on, they might hunker down and aim a sniper rifle in your direction, waiting to see if you pop into view. Instead of running down a corridor and investigating every room, they're likely to choose a dark corner nearby and wait for you to emerge.





## **MOVEMENT MATTERS**

After playing the single-player campaign, you know that it's easy to snipe a stationary enemy—even if very little of their body is showing through the cover. A running enemy, however, is pretty tough to hit.

A computer-controlled enemy isn't too smart about this; it often gives you a clean shot at a motionless target. And in turn, you're used to sitting still while you snipe.

This all changes in a multiplayer game. You need to move around more. Hiding most of your body behind cover doesn't make any difference, because human snipers can target the little piece of you that's sticking out—just like you gun down those computer-controlled foes. So you have to bob up and down, move laterally, or disappear behind cover and then pop up somewhere else.

Running around furiously is a bad defensive tactic against the computer, because the computer has excellent aim—especially at close range. Human players have a much harder time tracking fast, up-close movement.

## **BE AWARE OF WEAPON LIMITATIONS**

After beating the single-player campaign, you have a pretty good sense of how each weapon works. Use that knowledge to your advantage.

If someone is shooting at you with a Karabiner rifle, and he's just rattled off five shots in rapid succession, you can be assured that a reload is coming soon. Take the opportunity to run in and take him down while he's busy reloading.

Similarly, if your opponent has a Thompson submachine gun, you should be aware of how inaccurate the thing is at long range. Stay away, and use a carbine (or other relatively accurate weapon).

## **EXPLOIT HUMAN TENDENCIES**

If you run away from human-controlled opponents, they tend to chase you. Exploit that tendency and lay ambushes for them.

Similarly, if you know where all the good sniper spots are, everyone else probably does too. Lob grenades in there at random, or approach from the rear and try to score a quick surprise kill.



## KNOW THE SERVER RULES

Every HIDDEN & DANGEROUS 2 server can modify a number of game parameters. While everyone knows what game type is being played, it's easy to join a game without noticing many of the subtler rules in effect.

Here are some of the more important ones:

- **FRIENDLY FIRE:** Is this enabled? If so, take a moment before firing at random or lobbing grenades. If not, you can shoot first and ask questions later—not to mention, you can go nuts with explosive weapons.
- **INJURY BY FALLING:** If disabled, movement options that you might not have considered will open up. Go ahead and jump off that rooftop or cliff! And watch out for opponents doing the same; a spot you might have thought was safe might now be approachable from behind.
- **ALLOW 3RD PERSON VIEW:** If disabled, you can't use the camera to peer around corners that your soldier couldn't realistically see around. Remember to use those leaning commands to look around corners!
- **MAXIMUM NUMBER OF PLAYERS:** The number of players in the game affects your strategy. Big games with lots of players encourage fast, freewheeling action with lots of movement. Small games with few players encourage hiding and sniping from hard-to-see locations.
- **ALLOW RESPAWNS/RESPAWN TIME:** If respawns aren't allowed, you need to be extra-careful; your soldiers won't reappear after being gunned down. If they are allowed, short respawn times favor faster, more aggressive play styles. Longer respawn times encourage caution.
- **POINT OR TIME LIMIT:** Does the game end after a certain number of points are achieved or after a set time limit? Both? Knowing when the game will end allows you to plan accordingly; for example, if you know several players are just a kill away from winning the game, you should abandon caution and look for a quick kill.
- **SPAWN PROTECTION:** If enabled, respawned players are briefly protected from gunfire, giving them time to position themselves. This prevents "spawn camping," or sitting near a spawn point and gunning down opponents the instant they appear in the game. If Spawn Protection is enabled, hold off a moment before approaching newly spawned opponents; doing so will only alert them to your location, and probably get you killed.





## **STICK WITH YOUR ALLIES**

One rule that holds just as true in team-based multiplayer games as in the single-player campaign: You're much safer in a group. Your allies can quickly gun down groups of enemies and can prevent you from being outnumbered and overwhelmed.

Also, when presented with multiple targets, opponents often have a hard time figuring out who to shoot at. This results in missed shots, and sometimes causes them to injure multiple targets instead of sticking with one and finishing him off. It's always to your benefit if you can cause this sort of confusion.

## **EXPLOSIVES AHoy!**

Sticking close to your allies is usually a great tactic, but if your opponents are too tightly packed, explosives such as grenades and Bazookas are the best way to level the playing field. Punish them for their close formation, and force them to spread out!

Explosive weapons are also a great way of driving opponents out of what would otherwise be perfect cover.

Don't be afraid to lob grenades into places that an enemy MIGHT be, even if you aren't sure. This sometimes results in a cheap kill, or at the very least flushes out an enemy, making them easy to gun down.

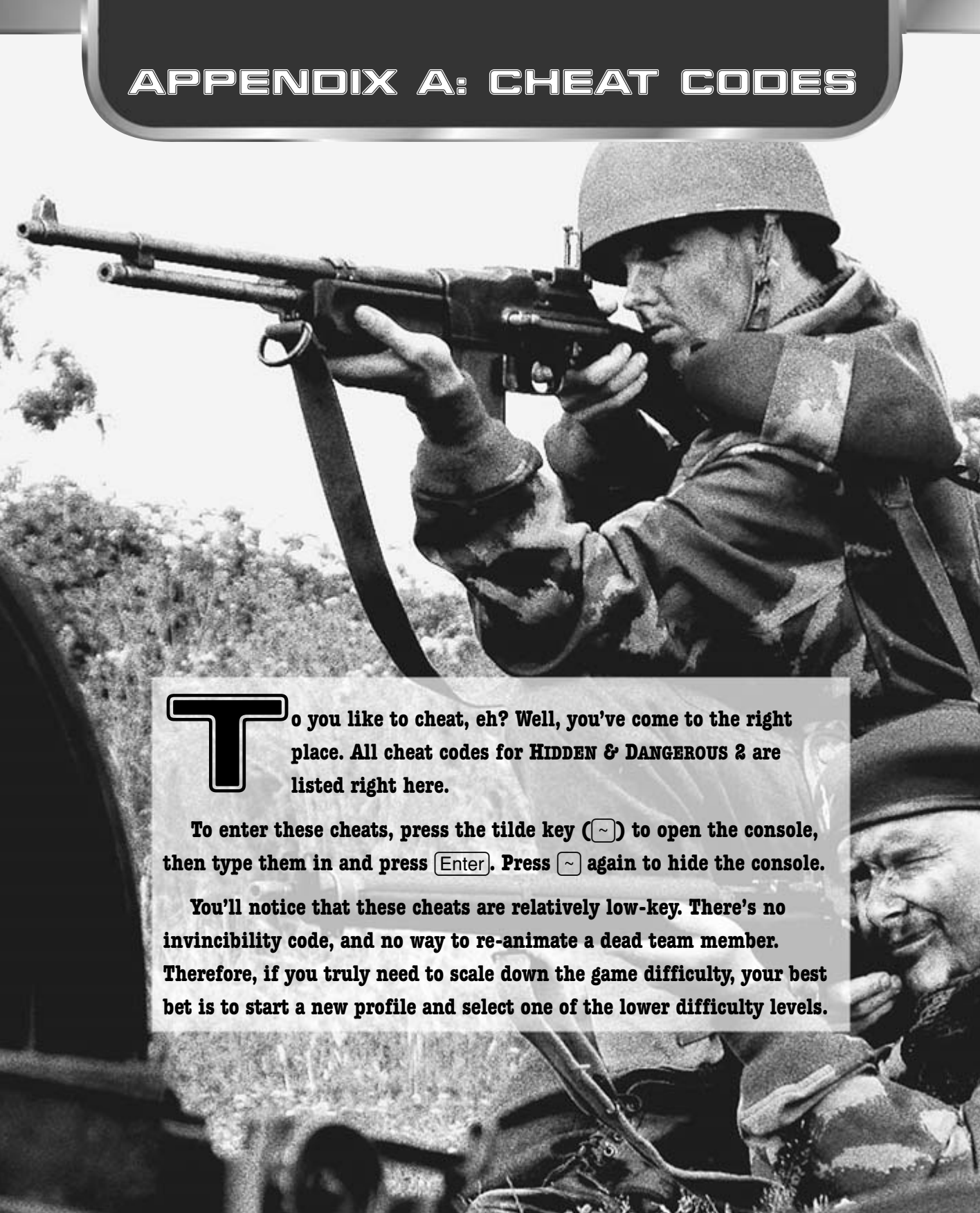


## **STUDY YOUR OPPONENTS**

Gameplay trends come and go. One player discovers a neat trick, and then it catches on; suddenly, everyone's doing it. The only way you can learn these tricks is by playing and observing what your opponents are doing. Specifically, study your best opponents—the maddening ones.

It's easy to write off a superior opponent as simply having better reflexes than you. Usually that's not the case. Often, these players have more suitable equipment, stand only in the best locations, or have some other strategic ploy that they use to their advantage. Do your best to pay attention to these winning players; studying them and emulating them is the fastest path to improvement.

## APPENDIX A: CHEAT CODES



**T**o you like to cheat, eh? Well, you've come to the right place. All cheat codes for **HIDDEN & DANGEROUS 2** are listed right here.

To enter these cheats, press the tilde key (**~**) to open the console, then type them in and press **Enter**. Press **~** again to hide the console.

You'll notice that these cheats are relatively low-key. There's no invincibility code, and no way to re-animate a dead team member. Therefore, if you truly need to scale down the game difficulty, your best bet is to start a new profile and select one of the lower difficulty levels.





## CHEATS

Here are the cheats:

happyammo 1: Enables infinite ammo/happyammo 0: Disables infinite ammo.

hydroshock 1: Enables your team's shots to always kill instantly/hydroshock 0: Disables your team's shots to always kill instantly.

sniper 1: Enables your team's Shooting skills raised to 100 percent and your weapons have no recoil/sniper 0: Disables your team's Shooting skills raised to 100 percent and your weapons have no recoil.

heal 1: Enables healing of all living team members/heal 0: Disables healing of all living team members.

giveitem [itemname]: Gives you the specified item. Substitute one of the item names provided in the next section for [itemname].

## ITEM NAMES

These are the item names needed for use with the GIVEITEM cheat. The first item in each row is the name used for the cheat, while the second item is the description of the provided item.

### PISTOL NAMES

parabellum: Parabellum P08

enfield: Enfield .38

colt: Colt 1911

taisho: Taisho 14

tokarev: Tokarev pistol

### RIFLE NAMES

k98: Karabiner 98k

lee: Enfield Mark 4

delisle: De Lisle Commando Carbine

mosin: Mosin-Nagant rifle

garand: M1 Garand

carbine: M1 Carbine

arisaka: Arisaka Meiji 38

springfield: Springfield rifle

k98opt: Karabiner 98k (with optics)

springfieldopt: Springfield (with optics)

arisakaopt: Arisaka Meiji 38 (with optics)

leeopt: Enfield Mark 1 (with optics)

### SUBMACHINE GUN NAMES

mp40: MP40

zb26: ZB 26

thompson: M1 Thompson

stengun: Sten Gun Mark II

stengunsil: Sten Gun Mark II (with silencer)

shotgun: Shotgun

spagin: Spagin

pps: PPS-1943



## **HEAVY WEAPON NAMES**

mp44: MP44 Assault Rifle

bar: BAR

brengun: Bren gun

degtyarev: Degtyarev DP 1928

panzerfaust: Panzerfaust 60

bazooka: M1 Bazooka

## **MISCELLANEOUS ITEM NAMES**

medikitbig: Large First Aid Kit

medikit: First Aid Kit

binoculars: Binoculars

camera: Camera

knifeger: Knife (German)

knifesas: Knife (Allied)

wirecutter: Wire Cutter

backpackrus: Backpack (Russian)

backpackger: Backpack (German)

backpackgb1: Backpack (Allied)

backpackgb2: Big Backpack (Allied)

backpackgb3: Big Backpack (Allied, Desert Style)

aqualung: Diving Gear

## **EXPLOSIVES NAMES**

grenade36: Grenade No.36 (defensive)

grenade69: Grenade No.69 (offensive)

grenadeger: Stielhandgranate 39

grenadejap: Grenade Type 97

clummybomb: Explosives (clam bomb)

explosivesbag: Explosives Bag

dynamite: Dynamite

mine: AP Mine

tankmine: Anti-Tank Mine

magneticmine: Magnetic Mine